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Xenosaga

EPISODE II

Jenseits von Gut und Böse

OFFICIAL STRATEGY GUIDE

This game has received the following rating from the ESRB:

T TEEN CONTENT RATED BY ESRB

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

BY DAVID CASSADY AND LAURA PARKINSON

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Xenosaga EPISODE II

Jenseits von Gut und Böse

OFFICIAL STRATEGY GUIDE

By David Cassady

With special contributions by Laura Parkinson

COMBAT

The combat in *Xenosaga EPISODE II* is complex, but can be mastered by breaking it up into easily digestible chunks, each of which can be learned in turn. Follow the topics in this section step-by-step, then use each aspect of combat together with the others to inflict serious damage on the foes in this game.

THE BASICS

In the very simplest sense, combat follows a turn-based system. The speediest characters go first and more often based on the AGL stat. During your character's turn, time—for the most part—freezes while making a selection. Time begins again after making a selection for the round.

Simply press the ✕ button to access the combat menu. It should be noted that not every option is available to each character, or at all times. While all of the information can be a bit overwhelming, it's easier to take it step-by-step, starting with the next section. The first part of this section assumes that you are fighting with normal characters; combat in the giant mechs, known as A.M.W.S., is covered in more detail later in this section.

TURNS AND STOCK

As mentioned previously, combat is turn-based and is a result of a character's innate speed and some random chance to determine the order of turns. Don't get too accustomed to a particular pattern though, as the turn order will occasionally be altered by more advanced aspects such as Boosting and Event Slots. For now though, let's focus on the characters' turns and what can be done in each.

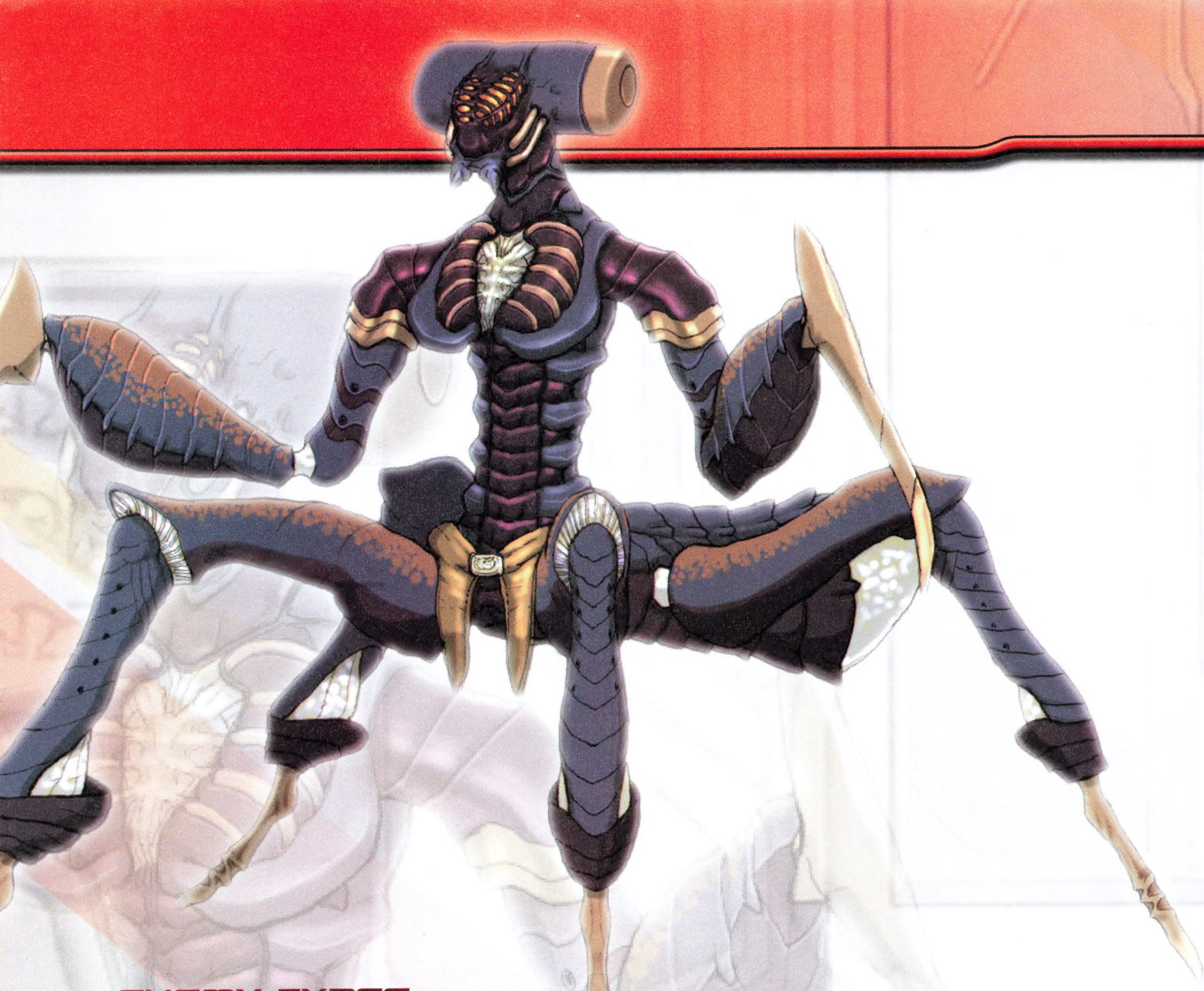
The bottom-right corner of the screen lists icons showing which characters are set to take the next few actions. Characters in the battle party are represented by their profiles, while enemies have a generic icon based on their type. One to four character turns are set up in advance and each icon disappears as the represented combatant takes a turn. The next row of icons does not appear until the last of the set is finished. Therefore, you'll know whose turn is next for most of the fight, but you'll be left guessing after a number of turns in combat.

At the start of each character's turn, he/she gets the chance to act. Attacks can be performed with two △ or □ attacks in any combination, each of which comprises its own special Technique (see the "Characters" section for details), while ○ attacks take the entire action. Pressing ✕ brings up the combat menu and access to Ether skills, Items, and other advanced abilities, any of which uses up the action for one turn and the battle moves on to the next character.

This is relatively simple so far, but note the Stock Gauges below the characters' portraits. This is where extra turns' worth of actions are held. Rather than using a character's abilities for the turn, the "Stock" option can be used from the combat menu to add Stock to this gauge. This basically charges one of the three sections on a character's gauge.

Each section of the gauge marks one full action, with a maximum of three held in reserve. In addition, a character may also gain an extra charge in his or her gauge when performing a Break, which is explained in more detail later in this section. Think of the Stock Gauge as a bank of extra attacks when that character's turn comes around.

A well-Stocked character can damage an enemy in more interesting ways compared to the default actions or attacks allowed at the beginning of a turn. Choices from the combat menu, such as using Items or Ether, consume the current action and automatically end the turn, while normal △ and □ attacks can be used for the first attack in a turn but don't draw from the Stock Gauge. After the first normal attack, Stock can be used to create a chain of attacks, possibly knocking the enemy Down or into the Air, or triggering another one of the character's set Techniques. Stocking also allows the use of deadly Double Attacks or, in the case of KOS-MOS, Special Attacks against the enemy.



ENEMY TYPES, WEAKNESSES, ZONES, AND BREAKS

That's the basic order of things, but it's important to understand the foes in the game. There are three broad enemy types in this game: *Biological*, *Gnosis*, and *Mechanical*. The main difference that this makes in combat is that specific types of Ether skills may have restrictions on which enemy types they affect. Therefore, some characters are more or less useful in each area, depending on how their abilities have been assigned.

There is a broad range of individual species within each of the three general enemy types, each of which has its own specific weaknesses. These can be revealed through trial and error, through use of the "Analyze" Ether skill, or by making use of the handy "Enemy Data" section of this guide. In general, Biological enemies tend to be weak versus Fire and Pierce attacks, Mechanical enemies are usually weak against Thunder attacks, and Gnosis tend to be weak versus Aura attacks.

To exploit the weakness of an enemy, use a corresponding attack or Ether skill. When the cursor is placed over an Ether to cast, a description of any elemental attribute (Beam, Aura, Thunder, Fire, Ice) or physical attribute (Pierce, Slash, Strike) is displayed. Each character's attacks have various attributes as well, corresponding to the icons displayed next to each attack button in the lower-left corner of the battle screen. For example, most of Ziggy's attacks have the Fire/Strike attributes and are physical in nature, while MOMO's attacks have the Pierce attribute and are Ether-based.

Each character also has a list of Techniques comprised of specific combinations of normal attacks. These attacks are listed in each character's "Tech" screen under the Main Menu.

Along with different weaknesses, the different species may have other traits that help separate them from the crowd. Some enemy species can fly, which makes them vulnerable to certain attacks like Jr.'s gun or MOMO's bow, while keeping them safe from Ziggy and chaos' ground attacks. Check the "Enemy Data" chapter for each specific enemy type to see what it can do.

Along with the elemental and attack type weaknesses, each enemy has a set of Zones that can be used against it. The different Zones, referred to as A, B, and C, correspond to areas on the foe's body. For example, one type of enemy may be weak when attacked in Zone B followed by Zone C.

When attacking the enemy, specific button presses hit specific Zones on an enemy. Learn which buttons strike which zones, then use the enemy's weak Zones against it. The weak Zones will be displayed in red in the upper-left corner of the battle screen during an attack. Pay attention to the weak Zones of an enemy while you're attacking. If a Zone comes up white, on your next turn try attacking another Zone on the enemy to get the right combo.

The Level 1 Class C "Memory" skill is very useful in this regard, as the game will remember the enemy's weak Zones for you, so the next time you encounter the same enemy, its weak Zones will already be displayed in the lower-right window. When the combination of attacks is used in the correct order to strike an enemy's weak Zones, this is called a "Break." At this point, a character may gain an extra charge in his/her Stock Gauge to use in a follow-up ◉ attack, or to store for later. This is called a Break Bonus.

When an enemy is in the Break state, it takes 1.5 times the normal damage. In addition, a follow-up ◉ attack may knock the enemy into the air or onto the ground. Ziggy and chaos can "Down" enemies by knocking them onto their backs, while Jin and KOS-MOS send enemies flying into the air. Enemies on the ground will rise on the next turn (not counting Boosted turns), while enemies in the air slam into the ground and into the Down state on the next turn. Any enemy, whether in an Air or Down state, regains its normal position when its own turn comes around.

When an enemy is in the air or on the ground, any attacks cause 2 times the normal damage, so it's usually a good idea to use a Break and knock-down in conjunction with the following topic: "Boosting."

ENEMY TACTICS

Enemies can also put party members into an Air or Down state, which increases the effectiveness of Boosted enemy attacks. Avoid being ripped to shreds by Boosting to interrupt the enemies' chain of attacks, which is covered in the next section.

BOOSTING

The Boost gauges are in the bottom-right corner of the screen. They include the battle party's boost gauge above the turn icons and the enemy's gauge below them. Each party shares a gauge between its members. It fills slightly when one of the team members makes an attack. When the Boost gauge fills up all the way to the right, the number 1 appears to the right of the gauge and it begins to fill up again from the left. Each gauge can go up to a maximum of three, unless the special Boost Max item is being used.

When a party's gauge goes above zero, the Boost ability can be used. To utilize this feature, hold down the R1 or R2 buttons to bring up a small window with three boxes. Any character who is capable of Boosting at that moment appears in one of the three windows, each of which corresponds to a button (from left to right ■, ▲, and ●). While still holding the R1 or R2 button, press the button linked to a character's icon to Boost that character.

A Boosted character can interrupt the normal flow of combat and take an extra turn after the current character is finished. Boosted attacks link together with prior attacks to count as one combat turn. This can create longer chains of Zone combinations. Enemies can Boost as well, so it's a two-way street. Foes tend to delay slightly before triggering a Boost action, so be quick with attacks and your character's Boosts to keep an enemy from taking these extra actions.

Characters can only use a Boost when their party has a 1 or higher in the Boost gauge. When a character Boosts, the party's gauge drops by one number. In addition, a character can only Boost when not currently acting and when he or she doesn't appear in the current lineup of upcoming turns. Finally, only one character can Boost at a time from either group. For example, if the enemy manages to trigger this ability, the party is cut off until that Boosted character takes its action.

As mentioned previously, Boosting is useful for taking advantage of an enemy's Down or Air state, getting in additional powerful attacks before the enemy can recover. As expected, it's also good for unleashing extra attacks to finish off an enemy before it can make another attack. These aren't the only uses though, by any means.

THE RIGHT TIMING

Especially since the Air state is tricky and doesn't allow all characters to attack an airborne enemy, it's important to learn to time Boosts just right. When a character is ready to knock a foe to a Down position, wait until the character is the last in the turn lineup before knocking the enemy to the ground. Boosting with the other characters in turn to let them each take their shots at the downed foe. KOS-MOS and Jin can knock an enemy into the air. Have them Boost just before the last character in the lineup, then let the enemy drop to the ground and start Boosting from there. Each case takes its own peculiar timing, especially once the enemies get tougher and require characters to link attacks with Boost just to get to the Break state. However, as the player gets more familiar with the system, it becomes easier to handle any odd patterns that may be involved with an enemy's defeat.

Boost attacks are also good for getting specific characters to act during specific Event Slots. Likewise, they're good for making sure that an enemy doesn't get to act during a significant Event Slot, such as the Critical slot. Finally, Boosts are necessary for setting up two more advanced abilities: Double Attacks and Ether Combos.

DEALING WITH VARIABLES

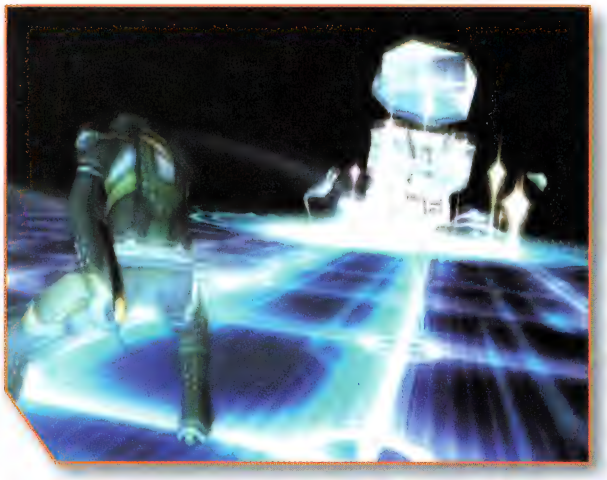
One of the trickiest aspects of Boosting is learning to deal with the variances in turn allotment and timing. Each battle is different because these factors have a way of randomizing the order in each battle. In many cases, it's difficult to get the entire party involved in a single assault because the person best suited to lead the attack is constantly at the start of the turn order and the other characters are unable to Boost since they're in the queue. Boost a character when the enemy is attacking and all three characters are absent from the queue, then Boost the other characters behind him/her. It costs a bit more energy than starting on the leader's turn, but the loss isn't significant if all three characters are fully Stocked and ready to attack.

There is hope for those feeling restricted by the Boost system. An Equippable Skill called Combo Boost becomes available about two-thirds into the game. This invaluable skill allows a character to be Boosted when their icon is still in the turn queue. This opens up a huge range of new combat choices. Check the Skills section of this guide for more info.

COMBAT
CHARACTERS
ITEMS
SKILLS
A.M.W.S. DATA
ENEMY DATA
WALKTHROUGH
APPENDICES

DOUBLE ATTACKS AND ETHER COMBOS

Throughout this game, the player can unlock new Double Attacks for the characters through special "Awakening" items, which can be stolen from certain Bosses, or by completing specific GS campaigns. Refer to the second page of a character's "Tech" menu screen for more info. Double Attacks, which are listed to the left, display the attack's partner and its properties. It also lists any conditions that must be met before use in the form of necessary Stock. When there are two characters in a battle party with a shared Double Attack, Boost one character during the other's turn to unlock the Double Attack, but only once the Stock requirement has been met.



For example, consider the Double Attack called Archangel's Requiem for Shion and Jr. Once unlocked, this attack has a requirement of two sections of the Stock gauge charged for each character before it can be used. So when both characters are in the battle party, use the "Stock" command for each character twice, making sure to attack enough with the third character in the party to build the Boost gauge up to at least 1. When both characters fill up 2 Stock, wait for one of the pair's next turn—for this example, let's assume Shion's turn is next.

When Shion's turn comes up, without taking any action, trigger a Boost for Jr. (assuming, of course, that he's not in the turn queue). Now, while Shion is acting and Jr. is Boosted, access the Command menu by pressing ⊗. An additional command is available at this point, called "Double." Select it and choose Archangel's Requiem from the sub-menu that appears. As long as all conditions are met, it should be ready to select—a grayed-out Double Attack cannot be used at the moment due to a lack of Stock. Select the attack to make the duo go into a special maneuver. Just remember that each Double Attack can only be used once per battle.

Ether Combos are similar to Double Attacks in the way they are performed. In this example, two characters with the same Ether skills Boost together in the same way as when setting up a Double Attack. This time, however, when the combat menu is opened, select "Ether" from the list. Scroll the cursor over an Ether skill and press △. If this skill can be used along with the Boosted character's Ether skills to perform an Ether Combo, the specific Combo appears in a new menu. Select it to perform this special advanced maneuver. Refer to page 45 for a list of Ethers that can be used as Ether combos.

EVENT SLOTS

With a better grasp of the game's combat elements, it's time to move forward and explain something called "Event Slots."

The Event Slots take the form of a series of icons that appear to the left of the turn queue icons. Each icon represents an effect on the battlefield at that moment, and each one only lasts as long as the current character's turn. Note that even when characters Boost in a chain, the Event Slot changes with each character change. In other words, as one character (friend or foe) finishes a turn, the Event Slot icon switches to the next in line. The cycle repeats in the following order:

CRITICAL: Hits during this turn have a 50% higher chance of being Critical attacks. This is true even for Special or Double Attacks; something to use against the foe whenever possible.

BOOST: Attacks that connect under this icon add more than normal to the team's Boost gauge. If you need to build up the Boost gauge, have a character with a full Stock Gauge use a long string of attacks here.

SKILL: If an enemy is defeated during this turn, the Skill Points obtained from that foe are increased anywhere from x2 to x10. This is especially good during boss battles.

RANDOM: One of four other Event Slots, at random.

The Random Event Slot can have one of the following four effects:

ETHER: Effects of damaging or healing Ether skills are increased during this round. Good for adding an extra edge to an attack on an enemy's elemental weakness, or for getting extra healing on an ally. Note that Shion and MOMO's attacks do more damage during this Event Slot, since their attacks are Ether-based.

TURN CANCEL: If a character or enemy is struck by an attack during this Slot, any turns in the queue are cancelled and their icon is removed from the lineup.

REVERSE: Attacks to a foe also increase the enemy's Boost gauge during this turn. If an enemy attacks the battle party during this Event Slot, it likewise builds the party's gauge slightly. This is a good Event Slot to use for healing or other support Ether skills.

NO EFFECT: There is no special effect this turn.

To make use of a certain Event Slot, Boost the correct character just before it appears. For example, Boost a character with healing Ether skills during the "Skill" Event Slot for a chance at more effective HP recovery during an "Ether" Event Slot, or Boost the character who can damage the foe just enough to take it down during the "Boost" slot to allow that character to wipe out the foe during the "Skill" Event Slot.

MASTERING COMBAT

The Event Slot is a huge difference-maker in most battles. To really master combat in this game, it's important to be aware of this meter at all times. Know which character is most effective against an enemy and ensure that his or her attack is used on the Critical slot. Have healers use high cost healing Skills, such as Medica All, when the Ether slot makes them much more effective. Finish off opponents when the Skill slot is under effect to help the party's powers grow much faster.

COMBAT WRAP-UP

After a battle, the party receives their just rewards. Each character gains experience points determined by the enemy type. By gaining a certain number of experience points, a character will gain a level, thus raising his or her parameters. Skill Points are also gained after a fight (the base number is determined by the enemy), but the amount can be influenced by enemies killed on the "Skill" Event Slot. In some special cases, the characters may also gain Class Points at the end of combat, but such enemies are few and far between.

Along with the point rewards, the party may gain one or more items. A defeated enemy may drop one item. More often than not, it is usually a common item, but a rare item may be dropped on occasion. Note that some enemies don't carry rare items and some enemies may drop nothing at all after a fight. It's possible to use the "Psycho Pocket" Ether skill or "Pocket Rare" Ether Combo to steal an item during a fight, and also receive a dropped item after the fight as well!

While the active party members gain the full rewards after a fight, the reserve characters aren't as lucky. Although these characters gain experience, they do not receive any of the Skill Points or Class Points after a battle. To gain specific skills for certain characters, make sure they are in the active party, or that there are enough special Skill Upgrade items to use on them. Reserve characters do, however, slowly regain HP and EP as the party explores, making this a good place to put characters who have spent all of their EP in battle.

Of course, not every fight will go smoothly. When the Escape command is used by Shion or MOMO to flee from a battle, the party gains only the Experience and Skill Points from foes that were K.O.'d before fleeing. If one or two characters are Incapacitated at the end of a fight, they gain no points (although they do return to 1 HP when the fight ends). If the entire party becomes Incapacitated, the game ends.

After combat (even when using Escape), the party leader flickers slightly for a short period of time. When this occurs, it means that character is safe from attack even if he or she bumps into another foe. Note that this grace period doesn't last long, so be careful.

BALANCE

Don't worry too much about a character who doesn't quite possess the skills of others. It's possible to revisit combat areas throughout the game, so return to an area and buff up that character for a return visit. There are various items to utilize to grant such characters Skill and Class Points.

A.M.W.S. COMBAT

On the other end of the spectrum, fighting in the giant mechs known as A.M.W.S. (or E.S.) units is something a bit different. Each dungeon (or section of dungeon) is predetermined as to whether it can be explored on foot, or in the large mechs for protection. When exploring an area using the mechs, a fight ensues whenever the party bumps into an enemy.

Combat using the A.M.W.S. is also turn-based and it, too, uses Boosting. There are more differences than similarities to note, though. There are only three A.M.W.S. available and only two can fight in the battle party at one time. Double Attacks, or chains of normal attacks to form Techniques, are also unavailable. Because attacks cannot be chained together, the enemies have no Zone weaknesses when fighting in the A.M.W.S. There are also limits on other Command menu options—the most notable being that items cannot be used, and only the E.S. Zebulun can use the Ether skills of its pilot (MOMO).

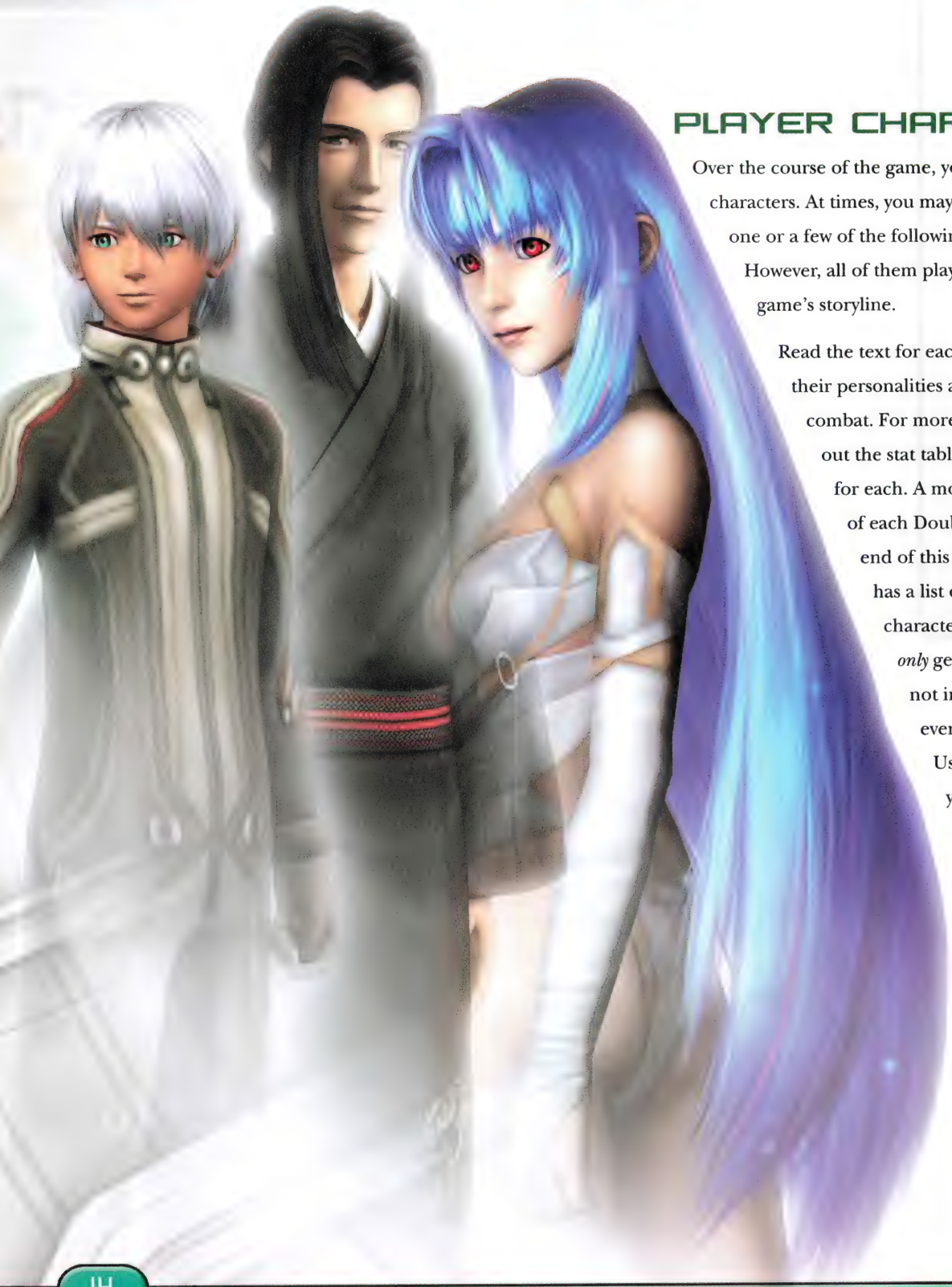
In A.M.W.S. combat, Stock is replaced with EC, or Energy Charge. Instead of gaining two or three attacks per normal turn, mechs gain EC points to use or store. Only one attack can be used per turn, either a ranged attack using △ or a melee attack using □. Each normal attack adds 25 points to the EC gauge. To stockpile points, choose the "Stock" command from the combat menu to add 100 points to the EC gauge. Normally, this gauge holds up to 200 points, but with the special EMAX300 accessory, it can hold up to 300 points.

When at least 100 points of the EC gauge is filled, Special Attacks can be used. Each A.M.W.S. has its own unique Special Attack at 100 points, along with more refined Special Attacks for the 200 and 300 point levels depending on the co-pilot assigned to the unit. Not every pilot/co-pilot combination has an attack assigned to it, so check the possible Techniques before assigning a co-pilot to an E.S. To use these Special Attacks, open the Command menu and choose "Special," then select an attack. If not enough points are available in the EC gauge for an attack, it is grayed out and cannot be selected.

Along with Special Attacks, E.S.s have another unique type of ability, that of performing a special Intercept attack. As an E.S. attacks an enemy, its IA gauge begins to build. The closer the gauge gets to 100, the higher the chance that the E.S. will automatically dodge and counterattack when the foe attempts to strike. Just be warned that when a foe gains a Critical attack, it lowers the IA gauge by half. Even Special Attacks can be intercepted, so if the enemy gauge is high, it's usually a good idea to hold off on Special Attacks for the time being, saving them for when the enemy gauge lowers again.

When a fight ends, there is one other main difference that comes into play—E.S.s cannot learn skills so their enemies give no Skill Points. For this reason, don't worry about holding off to kill enemies on the Skill Event Slot.

CHARACTERS



PLAYER CHARACTERS

Over the course of the game, you take control of various characters. At times, you may only have active control of one or a few of the following player characters (PCs). However, all of them play an important role in the game's storyline.

Read the text for each character to get an idea of their personalities and their individual roles in combat. For more detailed information, check out the stat tables and various techniques for each. A more detailed description of each Double Attack is found at the end of this chapter. This section also has a list of skill suggestions for each character. Please note that these are *only* general suggestions; they are not ironclad solutions to boost every character's productivity. Use them if you like, or develop your own approach. Each PC gains levels at the following rate of experience:

EXPERIENCE PER LEVEL

Level	Experience Needed	Total Experience
2	40	40
3	90	130
4	160	290
5	250	540
6	360	900
7	490	1390
8	640	2030
9	810	2840
10	1000	3840
11	1210	5050
12	1440	6490
13	1690	8180
14	1960	10140
15	2250	12390
16	2560	14950
17	2890	17840
18	3240	21080
19	3610	24690
20	4000	28690
21	4410	33100
22	4840	37940
23	5290	43230
24	5760	48990
25	6250	55240
26	6760	62000
27	7290	69290
28	7840	77130
29	8410	85540
30	9000	94540
31	9610	104150
32	10240	114390
33	10890	125280
34	11560	136840
35	12250	149090
36	12960	162050
37	13690	175740
38	14440	190180
39	15210	205390
40	16000	221390
41	16810	238200
42	17640	255840
43	18490	274330
44	19360	293690
45	20250	313940
46	21160	335100
47	22090	357190
48	23040	380230
49	24010	404240
50	25000	429240

Level	Experience Needed	Total Experience
51	26010	455250
52	27040	482290
53	28090	510380
54	29160	539540
55	30250	569790
56	31360	601150
57	32490	633640
58	33640	667280
59	34810	702090
60	36000	738090
61	37210	775300
62	38440	813740
63	39690	853430
64	40960	894390
65	42250	936640
66	43560	980200
67	44890	1025090
68	46240	1071330
69	47610	1118940
70	49000	1167940
71	50410	1218350
72	51840	1270190
73	53290	1323480
74	54760	1378240
75	56250	1434490
76	57760	1492250
77	59290	1551540
78	60840	1612380
79	62410	1674790
80	64000	1738790
81	65610	1804400
82	67240	1871640
83	68890	1940530
84	70560	2011090
85	72250	2083340
86	73960	2157300
87	75690	2232990
88	77440	2310430
89	79210	2389640
90	81000	2470640
91	82810	2553450
92	84640	2638090
93	86490	2724580
94	88360	2812940
95	90250	2903190
96	92160	2995350
97	94090	3089440
98	96040	3185480
99	98010	3283490

CHAOS

Enigmatic and quiet, chaos seems to let his friends and events carry him along, but he's always in the thick of things lending his support. chaos seems at times to have great age and experience peering out from behind his ever-watchful eyes. Mysterious as he is, he still plays an important supporting role to the rest of the group.

His role in combat is well rounded. His high EATK and EP make him a good choice as a supplemental Ether user, while his Aura-based physical attacks are especially deadly against some types of foes. chaos can knock foes directly to the ground after a zone Break. Note that chaos cannot attack enemies that have been afflicted with the Air status.

Give chaos healing and other support Ether, but don't neglect his combat-based skills. Some good choices for skill purchases are:

LEVEL 1

Medica, Refresh L, Attacker, Defender, EATK+2, Break B10, Focus 1, EP Regen

LEVEL 2

Medica 2, Medica All, Revert, Ether PD Guard, Ether Spear, Expansion Pack, Inner Peace

LEVEL 3

Refresh H, Safety Level, Rapid Refresh, Last Revenge, Break B15, Skill Up 10, Experience Up 10, Combo Boost, EP Half

LEVEL 4

Focus 2, Best Ally, Skill Up 15, Experience Up 15, Annihilation (for enemies in Air)

In addition, give him more physical stat-enhancing or Ether-casting skills depending on which role he tends to play in combat and tailor him to suit your own needs since he is such a balanced character. His role in combat tends to change if he fights with more physical characters or Ether casters, like Shion and MOMO. Use chaos to complement the battle party and make up for any weaknesses that the more specialized characters may have.

STATS

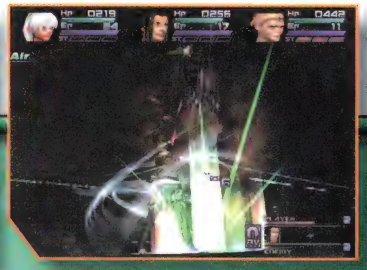
Level	STR	VIT	DEX	EVA	AGL	EATK	EDEF	HP	EP
5	17	14	17	19	7	21	17	272	26
10	22	19	22	24	7	29	22	464	31
15	27	24	27	29	7	34	27	646	36
20	32	29	32	34	7	39	32	817	41
25	37	34	37	39	7	44	37	978	46
30	42	39	42	44	7	49	42	1128	51
35	47	44	47	49	7	54	47	1267	56
40	52	49	52	54	7	59	52	1396	61
45	57	54	57	59	7	64	57	1515	66
50	62	59	62	64	7	69	62	1623	71
55	67	64	67	69	7	74	67	1720	76
60	72	69	72	74	7	79	72	1807	81
65	77	74	76	79	7	84	77	1883	86
70	79	76	77	81	7	87	79	1949	89
75	80	77	78	82	7	88	80	2004	90
80	82	79	80	84	7	90	82	2048	92
85	83	80	81	85	7	91	83	2082	93
90	84	81	82	86	7	92	84	2105	94
95	85	82	83	87	7	93	85	2118	95
99	86	83	84	88	7	94	86	2120	96

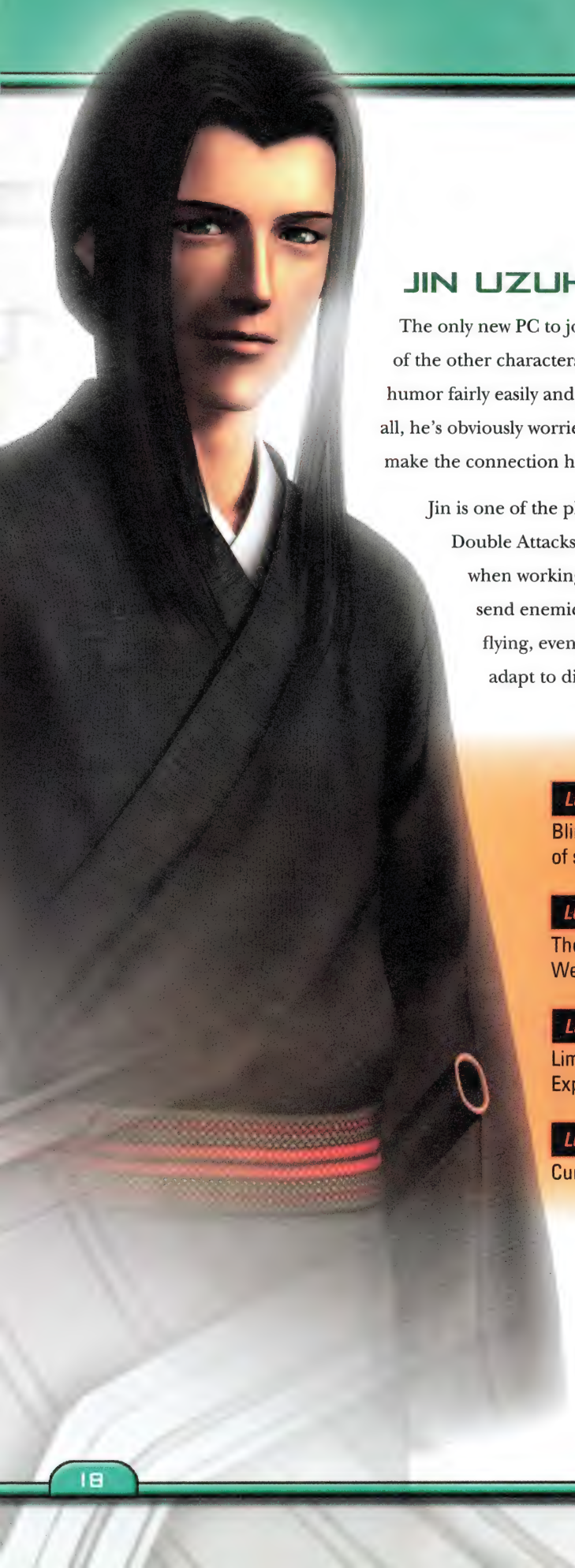
SINGLE ATTACKS

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Spirit Touch	▣▣	Single	BB	Physical	Short	Strike/Aura	—	—
Angel Blast	▣△	Single	BC	Physical	Short	Strike/Aura	—	—
Divine Seal	△△	Single	CC	Physical	Short	Strike/Aura	—	—
Spirit Cross	△▣	Single	CB	Physical	Short	Strike/Aura	—	—
Spirit Strike	◉	Single	B/C	Physical	Short	Strike/Aura	—	Down
Angel Shot	◉	Single	C	Physical	Short	Strike/Aura	Down only	—
Heaven's Wrath	◉◉	Single	CC	Physical	Short	Strike/Aura	Down only	—

DOUBLE ATTACKS

Name	Partner
Blessed Miracle	MOMO
Dual Spell Ray	Shion
Elemental Nocturne	Jr.
Grand Ronde	KOS-MOS
Ice Brand	Jin





JIN UZUKI

The only new PC to join the party, Jin is the older brother of Shion with past connections to some of the other characters as well, most notably chaos. He seems to shift between seriousness and quiet humor fairly easily and quickly, with his small jabs at Shion helping to drive her mad. Underneath it all, he's obviously worried about his sister, but for all his capabilities, he seems unable to reach out to make the connection he seems to be yearning for.

Jin is one of the physical fighters of the group, but his slightly lower HP and lesser number of Double Attacks make him useful in a smaller variety of situations. He's perhaps at his best when working alongside Shion, with whom he shares two of his Double Attacks. He can send enemies flying into the air after a Break, or attack those that have already been sent flying, even with his short range. Give Jin a variety of combat skills and Ethers to help him adapt to different situations better and to bolster his strength.

LEVEL 1

Blind Guard, Attacker, Defender, STR+2, VIT+2, the "Down" series of spells

LEVEL 2

The "Sword" skills (giving Jin elemental properties to his attacks), Weak Guard, Expansion Pack, Boost 1

LEVEL 3

Limiter Up, Double Power, Slow Guard, Quick, CRTC+5, Skill Up 10, Experience Up 10

LEVEL 4

Curse, Samurai Soul, Skill Up 15, Experience Up 15, HP Mind 15

STATS

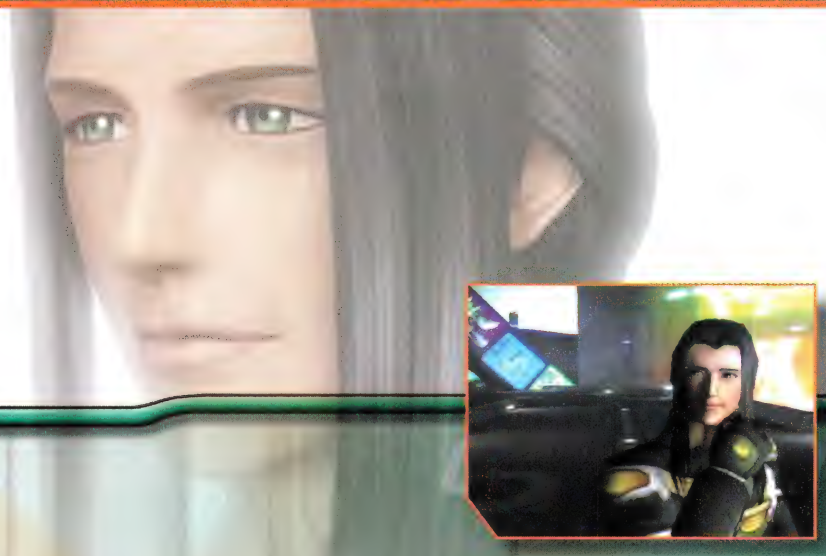
Level	STR	VIT	DEX	EVA	AGL	EATK	EDEF	HP	EP
5	20	18	22	16	7	19	14	352	18
10	26	23	27	21	7	24	19	596	23
15	31	28	32	26	7	29	24	827	28
20	36	33	37	31	7	34	29	1045	33
25	41	38	42	36	7	39	34	1249	38
30	46	43	47	41	7	44	39	1440	43
35	51	48	52	46	7	49	44	1617	48
40	56	53	57	51	7	54	49	1781	53
45	61	58	62	56	7	59	54	1932	58
50	66	63	67	61	7	64	59	2068	63
55	71	68	72	66	7	69	64	2192	68
60	76	73	77	71	7	74	69	2302	73
65	81	78	82	72	7	79	74	2398	76
70	84	81	85	73	7	81	76	2482	77
75	85	82	86	74	7	82	77	2552	78
80	87	84	88	76	7	84	79	2608	80
85	88	85	89	77	7	85	80	2651	81
90	89	86	90	78	7	86	81	2680	82
95	90	87	91	79	7	87	82	2696	83
99	91	88	92	80	7	88	83	2700	84

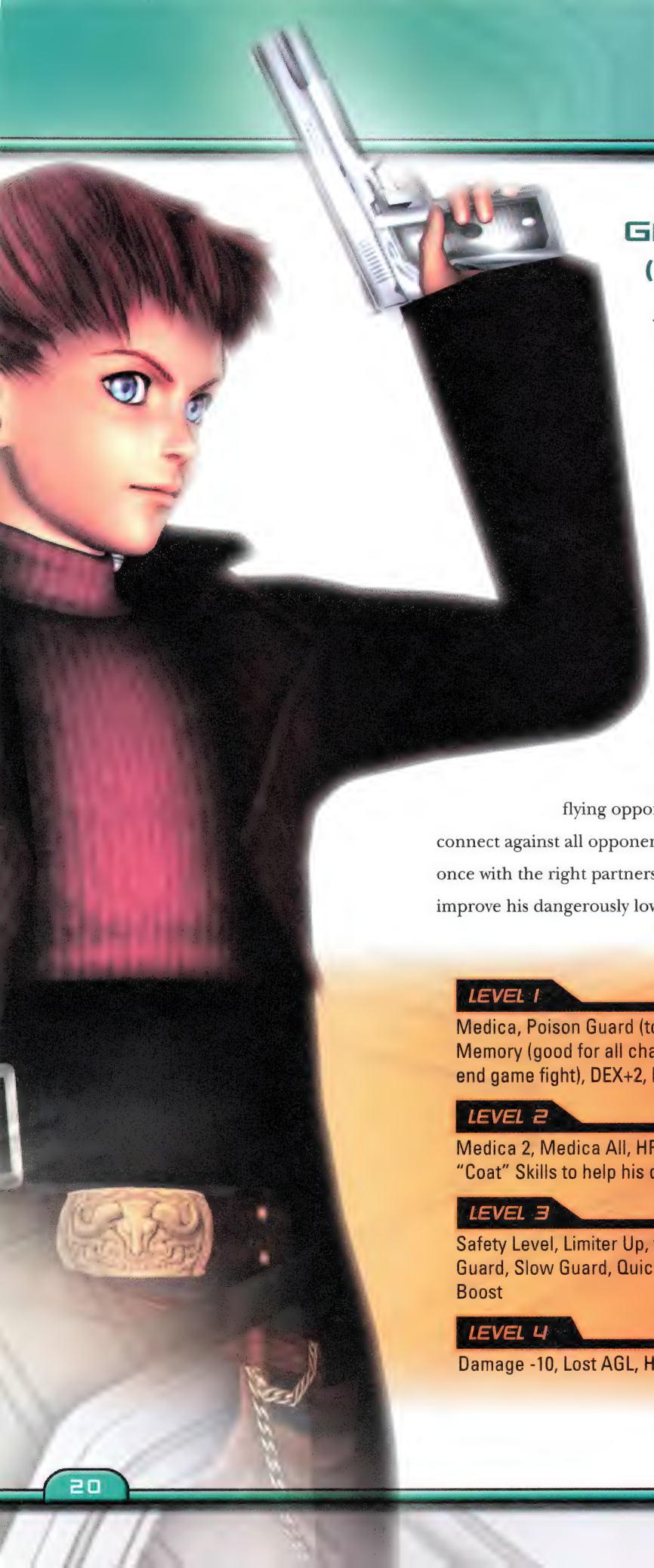
SINGLE ATTACKS

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Tempest Blade	□□	Single	BB	Physical	Short	Slash	—	—
Wind Blade	□△	Single	BC	Physical	Short	Slash	—	—
Spinning Blade	△△	Single	CC	Physical	Short	Slash	—	—
Rising Blade	△□	Single	CB	Physical	Short	Slash	—	—
Tornado Strike	○	Single	B/C	Physical	Short	Strike	—	Air
Soaring Blade	○	Single	A	Physical	Short	Slash	—	—
Raptor	○○	Single	AA	Physical	Short	Slash	—	—

DOUBLE ATTACKS

Name	Partner
Ice Brand	chaos
Lion Heart	Shion
Phoenix Blade	Shion





GAIGNUN KUKAI, JR. (A.K.A. JR.)

Jr. is one of a group of bio-engineered living weapons designed to take out the entity known as U-DO. His own unique power has caused his body's aging to come to a halt, making his true age unrelated to his appearance. He still seems boyish at times, though; his enthusiasm and sometimes over-eagerness quickly come to the surface. This hasn't stopped him from becoming second-in-command of the vast Kukai Foundation, an enterprise that is being run by his biological brother—and adoptive father—Gaignun Kukai. In a fight, Jr. uses twin pistols with deadly accuracy far beyond what his boyish looks would suggest.

While Jr. is another physical fighter, he has even lower HP than Jin and no ability to knock the enemy to the ground or into the air. He is very quick and his long-ranged attacks create a larger variety of attack zones against flying opponents. His various Double Attacks also lean toward those that connect against all opponents, making him good for striking a larger number of foes at once with the right partners. Load Jr. up with skills that enhance his quickness and help to improve his dangerously low HP.

LEVEL 1

Medica, Poison Guard (to help protect his HP), Blind Guard, VIT+2, Memory (good for all characters; especially needed for Jr. during one end game fight), DEX+2, EVA+2

LEVEL 2

Medica 2, Medica All, HP Mind 10, Ether DD Guard, Ether Shield, the "Coat" Skills to help his defense, Expansion Pack, Inner Peace

LEVEL 3

Safety Level, Limiter Up, the remaining "Coat" skills, Last Revenge, Lost Guard, Slow Guard, Quick, Guard, Skill Up 10, Experience Up 10, Combo Boost

LEVEL 4

Damage -10, Lost AGL, HP Mind 15, Skill Up 15, Experience Up 15

STATS

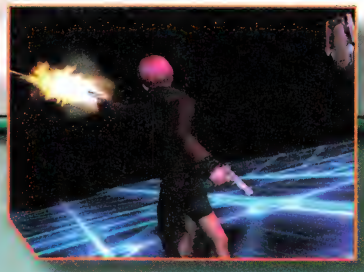
Level	STR	VIT	DEX	EVA	AGL	EATK	EDEF	HP	EP
10	27	17	34	28	8	25	21	411	21
15	32	22	39	33	8	30	26	574	26
20	37	27	44	38	8	35	31	728	31
25	42	32	49	43	8	40	36	873	36
30	47	37	54	48	8	45	41	1008	41
35	52	42	59	53	8	50	46	1133	46
40	57	47	64	58	8	55	51	1249	51
45	62	52	69	63	8	60	56	1356	56
50	67	57	74	68	8	65	61	1453	61
55	72	62	79	73	8	70	66	1540	66
60	77	66	84	78	8	75	71	1618	71
65	82	67	89	83	8	80	72	1686	76
70	85	68	92	85	8	83	73	1745	77
75	86	69	93	86	8	84	74	1795	78
80	88	71	95	88	8	86	76	1835	80
85	89	72	96	89	8	87	77	1865	81
90	90	73	97	90	8	88	78	1886	82
95	91	74	98	91	8	89	79	1898	83
99	92	75	99	92	8	90	80	1900	84

SINGLE ATTACKS

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Quick Draw	○○	Single	BB	Physical	Long	Pierce	—	—
Quick Turn	○△	Single	BC	Physical	Long	Pierce	—	—
Quick Drop	△△	Single	CC	Physical	Long	Pierce	—	—
Quick Shot	△○	Single	CB	Physical	Long	Pierce	—	—
Cross Hand	◉	Single	B/C	Physical	Long	Pierce	—	—
Crossover	◉	Single	A	Physical	Long	Pierce	—	—
Killing Sky	◉◉	Single	AA	Physical	Long	Pierce	—	—

DOUBLE ATTACKS

Name	Partner
Archangel's Requiem	Shion
Elemental Nocturne	chaos
Fiery Ritornelle	Ziggy
Silver Duet	MOMO



KOS-MOS

This blue-haired woman is actually an android created by Vector Industries to be used as a weapon primarily against the strange alien creatures known as the Gnosis. After the original version, created by Shion's fiancé Kevin, went out of control and killed a number of people—Kevin included—Shion helped to design and build the current version. While no more such incidents have occurred, this new design still seems at times to have a consciousness and functionality far beyond that which its creators anticipated.

As this android was designed as a weapon, it's unsurprising that she's one of the group's best physical fighters. Her HP is quite high and her other combat stats are high, except for Agility, meaning that she won't get as many turns in combat. When her turn does come around, though, she'll pack quite a punch. She's also the only character who can use her Stock to perform Special attacks, each with a different attribute to help affect different enemies. At higher levels, it's best to save up for skills such as "Overload" to help Stock faster. Other combat-oriented skills are also a good complement to her abilities. Note that KOS-MOS can Air opponents after a successful zone Break.

LEVEL 1

Blind Guard, STR+2, VIT+2, DEX+2, the "Break" series of skills

LEVEL 2

Stock 1, Weak Guard, Heavy Guard, Junk Beam, Expansion Pack, Inner Peace

LEVEL 3

Double Power, CRTC+5, First Combo (with both Double Attacks and Special Attacks, KOS-MOS has more of a need for Stock), Skill Up 10, Experience Up 10

LEVEL 4

Samurai Soul, Overload (to help with extra Stock), Skill Up 15, Experience Up 15

STATS

Level	STR	VIT	DEX	EVA	AGL	EATK	EDEF	HP	EP
16	34	31	33	30	6	32	31	1066	30
20	38	35	37	34	6	36	35	1278	34
25	43	40	42	39	6	41	40	1528	39
30	48	45	47	44	6	46	45	1761	44
35	53	50	52	49	6	51	50	1978	49
40	58	55	57	54	6	56	55	2178	54
45	63	60	62	59	6	61	60	2361	59
50	68	65	67	64	6	66	65	2528	64
55	73	70	72	69	6	71	70	2680	69
60	78	75	77	71	6	76	75	2815	74
65	83	80	82	72	6	81	80	2933	79
70	86	83	85	73	6	84	83	3035	81
75	87	84	86	74	6	85	84	3120	82
80	89	86	88	76	6	87	86	3188	84
85	90	87	89	77	6	88	87	3240	85
90	91	88	90	78	6	89	88	3277	86
95	92	89	91	79	6	90	89	3296	87
99	93	90	92	80	6	91	90	3300	88

SINGLE ATTACKS

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
T-ARTS 1	●●	Single	BB	Physical	Short	Strike	—	—
T-ARTS 2	●▲	Single	BC	Physical	Short	Strike	—	—
T-ARTS 3	▲▲	Single	CC	Physical	Short	Strike	—	—
T-ARTS 4	▲●	Single	CB	Physical	Short	Strike	—	—
T-ARTS 5	◉	Single	B/C	Physical	Short	Strike	—	Air
T-ARTS 6	◉	Single	A	Physical	Short	Slash	—	—
T-ARTS 7	◉◉	Single	AA	Physical	Short	Slash	—	—

DOUBLE ATTACKS

Name	Partner
Cross Fist	Ziggy
Cross Hilbert	MOMO
Grand Ronde	chaos
Gravity Bomb	Shion
Twin Buster	Shion

SPECIAL ATTACKS

Name	Target	Type	Range	Attribute	Condition
Minigun	Single	Physical	Long	Pierce	Stock x1
Micro Missile	All	Physical	Long	Strike	Stock x2
Dragon Blade	Single	Ether	Long	Beam	Stock x1
X-Buster	Front	Ether	Long	Beam	Stock x3

MOMO

Much like Jr., MOMO seems to be a younger child but isn't quite as she seems. In reality, this "little girl" is a Realian, an artificially created and programmed person struggling to be accepted as "real" in a society that often sees her as little more than a robot. MOMO is a specially-designed observational Realian prototype, designed after her late "father's" dead biological child. Her small frame makes her fragile physically, but she's still quite a capable character, strong-willed and always willing to give her best.

With her low physical and high Ether-based stats, MOMO is obviously geared to be one of the party's main Ether users. As the Realian is the main pilot of the only A.M.W.S. unit to allow the use of Ether skills, you must give her essential Ether such as the Medicas, Analyze, Psycho Pocket, and Revert if you want these abilities during A.M.W.S. combat. She is also one of only two characters with the ability to Escape from combat, and her Piercing damage that can reach up to the difficult "A" zone makes her a key part of many combat situations. MOMO is the fastest character in the game, and that, coupled with her high EATK, makes her a great healer in battle. Keep an eye on her HP, though, as it doesn't take much to knock her out.

LEVEL 1

Medica, Refresh L, Poison Guard (to help protect her HP), Defender, VIT+2, EATK+2, EDEF+2, EVA+2, the "Blast" series of attack Ether, Focus 1, EP Regen

LEVEL 2

The Veil skills (to help use her Burst Veil Double Attack), Medica 2, Medica All, Revert, HP Mind 10, Ether Spear, Ether Shield, Miracle Star, Expansion Pack, Inner Peace, Stock 1 (to cast on slower characters)

LEVEL 3

Refresh H, Safety Level, Limiter Up, the physical "Coat" skills (to help bolster her low physical defense), Rapid Refresh, Last Revenge, Stun Guard, Poison EP Guard, Prayer, Ether Burst, Skill Up 10, Experience Up 10, EP Half, Combo Boost

LEVEL 4

Heaven's Rain, Focus 2, Lost AGL, Knight Soul, HP Mind 15, Skill Up 15, Experience Up 15, Annihilation

STATS

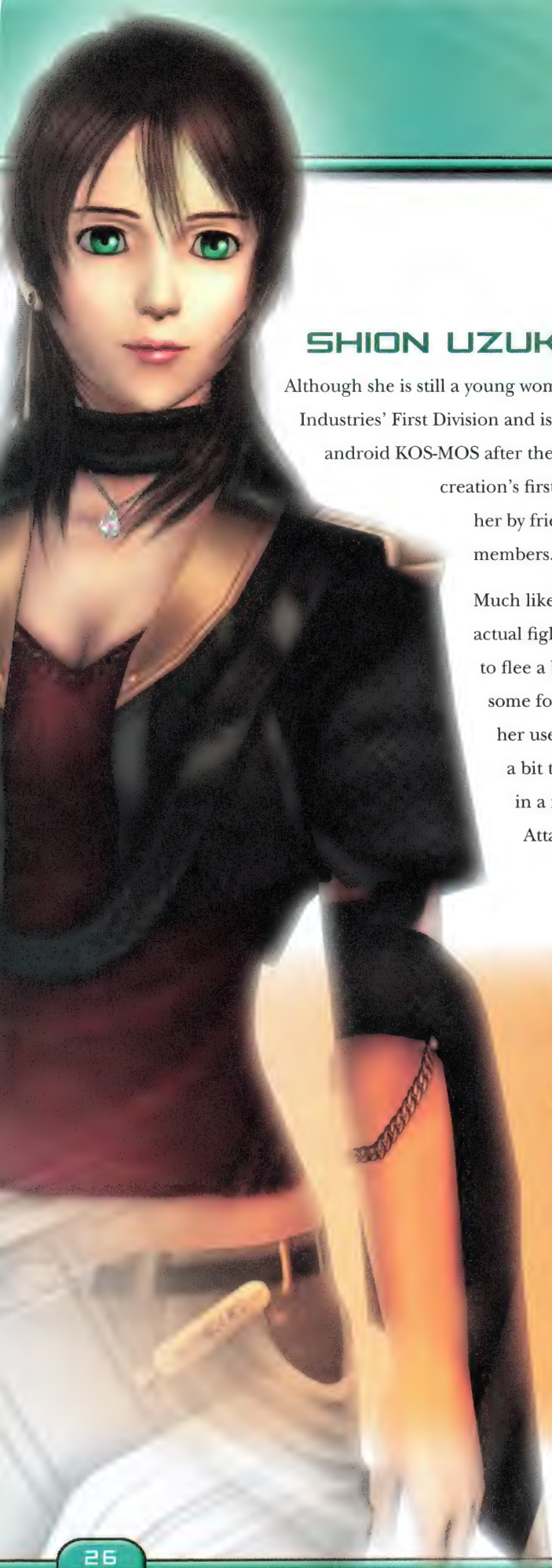
Level	STR	VIT	DEX	EVA	AGL	EATK	EDEF	HP	EP
10	12	13	31	37	9	30	32	331	41
15	17	18	36	42	9	35	38	468	46
20	19	23	41	47	9	40	43	597	51
25	20	27	46	52	9	45	48	719	56
30	21	28	51	57	9	50	53	832	61
35	22	29	56	62	9	55	58	937	66
40	24	31	61	67	9	60	63	1034	71
45	25	32	66	72	9	65	68	1124	76
50	26	33	71	77	9	70	73	1206	81
55	27	34	76	82	9	75	78	1279	86
60	29	36	81	87	9	80	83	1344	90
65	30	37	86	90	9	85	88	1401	91
70	31	38	89	91	9	88	92	1451	92
75	32	39	90	92	9	89	93	1493	93
80	34	41	92	94	9	91	95	1526	95
85	35	42	93	95	9	92	96	1551	96
90	36	43	94	96	9	93	97	1569	97
95	37	44	95	97	9	94	98	1578	98
99	38	45	96	98	9	95	99	1580	99

SINGLE ATTACKS

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Robin	◉	Single	A/B/C	Ether	Long	Pierce	—	—
Lark	◉◉	Single	A/B/C	Ether	Long	Pierce	—	—
Sparrow	◉◉◉	Single	A/B/C	Ether	Long	Pierce	—	—

DOUBLE ATTACKS

Name	Partner
Blessed Miracle	chaos
Burst Veil	Shion
Cross Hilbert	KOS-MOS
Power Strike	Ziggy
Silver Duet	Jr.



SHION UZUKI

Although she is still a young woman, Shion is already the chief of the KOS-MOS project team in Vector Industries' First Division and is quite a skilled scientist. She took up the reins of the project to recreate the android KOS-MOS after the former head of the project, her boyfriend Kevin Winnicot, was killed by his creation's first incarnation. Thanks to her own innate skill and some technical toys given to her by friends in the company, she can hold her own in a fight alongside the other party members.

Much like MOMO, Shion is geared more toward the use of Ether skills in battle than in actual fighting. She's also much like the Realian in that she can use the Escape command to flee a battle. She's also capable of using long-ranged attacks to reach the "A" zone on some foes. Again, like MOMO, her physical combat skills are Ether-based, which makes her useful against different enemy types, especially versus Mech enemies. Shion is also a bit tougher than the Realian, making her a better choice for using healing Ethers in a fight where all combatants tend to take a beating. Shion's wide range of Double Attacks also makes her good to have alongside most of the other characters.

LEVEL 1

Medica, Refresh L, Poison Guard, Defender, EATK+2, the "Blast" series of attack Ether, Focus 1, EP Regen

LEVEL 2

The Veil skills (to help use her Burst Veil Double Attack), Medica 2, Medica All, Revert, Stock 1 (with her many Double Attacks, Shion can use extra Stock for her and other party members), Ether Spear, Ether Shield, Miracle Star, Expansion Pack, Inner Peace

LEVEL 3

Refresh H, Safety Level, Limiter Up, Rapid Refresh, Last Revenge, Poison EP Guard, First Combo, Ether Burst, Skill Up 10, Experience Up 10, EP Half

LEVEL 4

Heaven's Rain, Annihilation, Focus 2, Overload, Skill Up 15, Experience Up 15

STATS

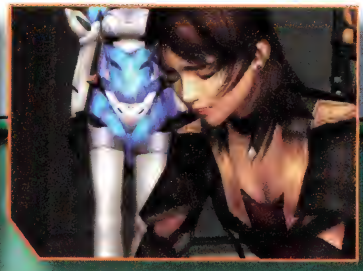
Level	STR	VIT	DEX	EVA	AGL	EATK	EDEF	HP	EP
16	20	21	27	29	8	31	31	547	37
20	24	25	31	33	8	35	35	658	41
25	29	30	36	38	8	40	40	789	46
30	31	35	41	43	8	45	45	911	51
35	32	40	46	48	8	50	50	1024	56
40	34	45	51	53	8	55	55	1129	61
45	35	47	56	58	8	60	60	1226	66
50	36	48	61	63	8	65	65	1314	71
55	37	49	66	68	8	70	70	1394	76
60	39	51	71	71	8	75	75	1464	81
65	40	52	72	72	8	80	80	1526	82
70	41	53	73	73	8	83	83	1579	83
75	42	54	74	74	8	84	84	1624	84
80	44	56	76	76	8	86	86	1661	86
85	45	57	77	77	8	87	87	1689	87
90	46	58	78	78	8	88	88	1707	88
95	47	59	79	79	8	89	89	1718	89
99	48	60	80	80	8	90	90	1720	90

SINGLE ATTACKS

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Electro Shot	◉	Single	A/B/C	Ether	Long	Thunder	—	—
Electro Ray	◉◉	Single	A/B/C	Ether	Long	Beam	—	—
Electro Blast	◉◉◉	Single	A/B/C	Ether	Long	Thunder	—	—

DOUBLE ATTACKS

Name	Partner
Archangel's Requiem	Jr.
Burst Veil	MOMO
Dual Spell Ray	chaos
Gravity Bomb	KOS-MOS
Lion Heart	Jin
Phoenix Blade	Jin
Twin Buster	KOS-MOS



ZIGGY

A man from a time past, Ziggy was once a normal person living a normal life until tragedy struck. He tried to take his own life, but instead was turned into a cyborg—half-man, half-machine—bound to serve the Ziggurat company that resurrected him. Although he's wanted to let go for a while, now in the company of the others he's slowly starting to find reason to live again.

Ziggy is another physical fighter whose stats are directly geared toward physical offense and defense. He has the highest HP by far to go along with his high VIT, making him a great character to use against the toughest foes. It should be noted, though, that he isn't quite as strong against Ether attacks. Ziggy is also especially useful against enemies weak to Fire, as all of his physical attacks incorporate this element. A big weakness is the fact that he's used in very few Double Attacks. To make the most of his strengths, give Ziggy skills to enhance his fighting, but make sure you give him a few healing abilities, especially Revert. Note that, like chaos, Ziggy can Down opponents after a successful zone Break. However, also like chaos, Ziggy cannot attack enemies in the Air.

LEVEL 1

Blind Guard, Attacker, EDEF+2, DEX+2, Break B10

LEVEL 2

Revert (for when Ziggy is the last man standing, due to higher HP and VIT), ST Mind 10, Weak Guard, Ether DD Guard, Ether Shield, the elemental Coat skills (to augment his lower Ether defense), Expansion Pack, ST Resist 20

LEVEL 3

ST Mind 15, Cleanse, Slow Guard, Charge Time, CRTC+5, Break B15, Revenge Power, Skill Up 10, Experience Up 10

LEVEL 4

Samurai Soul, Knight Soul, ST Resist 30, Skill Up 15, Experience Up 15

STATS

Level	STR	VIT	DEX	EVA	AGL	EATK	EDEF	HP	EP
10	31	30	17	17	6	16	15	886	17
15	36	35	22	22	6	21	20	1228	22
20	41	40	27	27	6	26	25	1550	27
25	46	45	32	32	6	31	30	1852	32
30	51	50	37	37	6	33	34	2134	37
35	56	55	42	42	6	34	35	2397	42
40	61	60	47	46	6	36	37	2640	46
45	66	65	52	47	6	37	38	2863	47
50	71	70	57	48	6	38	39	3066	48
55	76	75	62	49	6	39	40	3249	49
60	81	80	67	51	6	41	42	3412	51
65	86	85	68	52	6	42	43	3555	52
70	90	89	69	53	6	43	44	3678	53
75	91	90	70	54	6	44	45	3781	54
80	93	92	72	56	6	46	47	3864	56
85	94	93	73	57	6	47	48	3928	57
90	95	94	74	58	6	48	49	3972	58
95	96	95	75	59	6	49	50	3996	59
99	97	96	76	60	6	50	51	4000	60

SINGLE ATTACKS

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Combo One	●●	Single	BB	Physical	Short	Strike/Fire	—	—
Combo Two	●▲	Single	BC	Physical	Short	Strike/Fire	—	—
Combo Three	▲▲	Single	CC	Physical	Short	Strike/Fire	—	—
Combo Four	▲●	Single	CB	Physical	Short	Strike/Fire	—	—
Burst Blow	◉	Single	B/C	Physical	Short	Strike/Fire	—	Down
Burst Blade	◉	Single	C	Physical	Short	Slash/Fire	Down only	—

DOUBLE ATTACKS

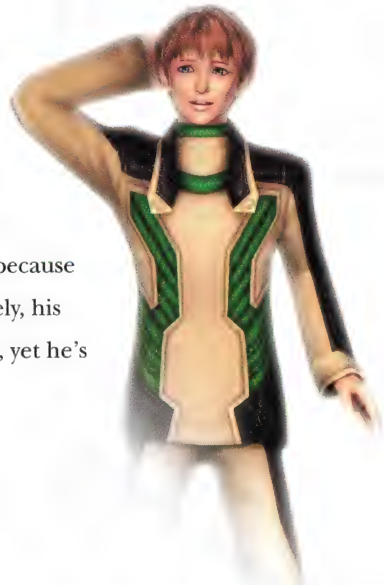
Name	Partner
Cross Fist	KOS-MOS
Fiery Ritornelle	Jr.
Power Strike	MOMO

NPCS

There are other important characters in the world of *Xenosaga EPISODE II*, even though you don't get to control them actively. Some may even tag along with the party for a while, although they don't take part in character combat. Others may be actively working against the party, attempting to meet their own dark agendas. Following are just a few of the more important non-playable characters (NPCs) in the game.

ALBEDO

Jr.'s lost brother, Albedo re-emerged during *Xenosaga EPISODE I* and has been a thorn in the group's side ever since. It is known that he wants the special Y-Data hidden within MOMO, but exactly what he plans to do with this information is unknown. He went missing after attempting to fight the main group at the end of the previous game's events, but it's certain that he's still out there biding his time until his next move.



ALLEN RIDGELEY

The shadow at Shion's heels, Allen is her subordinate and constant helper within Vector's First Division. He's dedicated to her not only because he admires her scientific skills, but because he's in love with her—something he hasn't yet shared with his beloved Chief. Unfortunately, his devotion has pulled him into various situations that he's not quite capable of dealing with, yet he's always waiting to do his best to pull Shion through.

CANAAN

Canaan is a specially-altered combat-grade Realian under the command of Representative Helmer. Although his origins make him seem like a good candidate for fighting alongside the group, Canaan's place is in the cockpit of his specially-altered A.M.W.S., piloting the giant machine better than any human. Because of events that occurred fourteen years before the game's main timeline, he's also saddled with a problem that may resurface.

THE ELSA CREW

The Kukai Foundation's freighter Elsa is the ship that first saved Shion from disaster at the beginning of *Xenosaga EPISODE I*, and its intrepid crew has been a part of the events ever since. The crewmember taking the most active role is chaos, but the other three human crewmembers have done their share to help things along. Captain Matthews is a gruff, stubborn man who takes no nonsense but has a streak of kindness hidden inside, while the navigator, Hammer, is a mechanical wizard. Tony talks big—with the ladies or as far as his piloting skills go—but the others can put up with it because he is an exceptional pilot.

GAIGNUN KUKAI

Brother to Albedo and Jr. and another of the special U.R.T.V. units, Gaignun is the head of the far-reaching Kukai Foundation. As most people don't know his or his brothers' past, he's taken Jr. as his adoptive son as far as the outside world is concerned. Due to his past and the influence of his Foundation, Gaignun manages to do quite a bit of moving behind the scenes while the main group is out on the front lines.

JULI MIZRAHI

Although she is a skilled scientist and moves within the highest circles of government, Juli Mizrahi is best known as the wife of the dead madman, Joachim Mizrahi. It was Joachim who created MOMO and entrusted her with the Y-Data, but she is also blamed for helping to spark the Miltian Conflict among other things. MOMO sees Juli as her mother, but Juli's own feelings are obviously torn on the matter. Regardless, she tries to do her best to see things through to the end, working in her own way to erase whatever dangers and problems her husband's actions may have caused.

MARGULIS

One of the leading members of the sinister U-TIC organization, Margulis has a mission and an unknown passion driving him ever onward. He's not afraid to either use people to their limits or even dirty his own hands, if need be, in order to meet his goals. An excellent swordsman, Margulis is also a skilled manipulator at the very least, with mystery shrouding his exact motives and any other abilities or resources he has.

NEPHILIM

A being in the shape of a small girl, Nephilim is a mystery to even those chosen few who have seen her. Although she has appeared to others in the past, she usually comes before Shion in strange visions, revealing her forewarning of things to come or asking for her help. It is yet unknown just what—or who—Nephilim is, but she does her own part in keeping the group moving toward their destinies.

REP. HELMER

Once the general who led the forces dealing with the Miltian Crisis fourteen years ago, Helmer is now a Representative in the Galaxy Federation Government. Due to his position and his connections with some of the major players in current events, he's taken a larger role in preventing everything from falling apart.

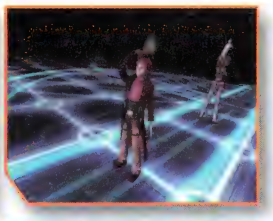
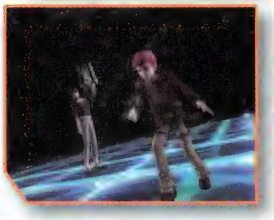
DOUBLE ATTACKS

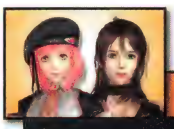
Archangel's Requiem

Characters	Obtained
Jr. and Shion	From GS 05

Target	Type	Attribute
All Enemies	Physical	Pierce

Condition	Effect
Stock x2	—



Burst Veil

Characters	Obtained
MOMO and Shion	From GS 08

Target	Type	Attribute
All Allies	Support	—

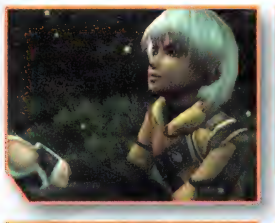
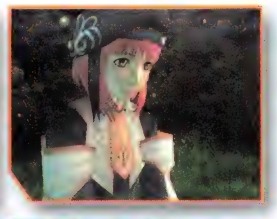
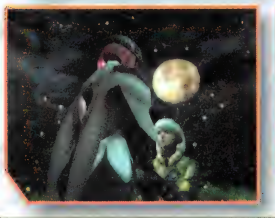
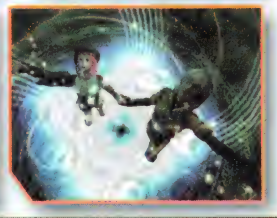
Condition	Effect
Stock (x1)	Burst Veil (increases effect of Veil Ethers x2)

Blessed Miracle

Characters	Obtained
chaos and MOMO	From Awakening IV item (stolen from the Patriarch)

Target	Type	Attribute
All Allies	Support	—

Condition	Effect
Stock (x3)	Best Ally (character revives from death automatically with full HP one time)

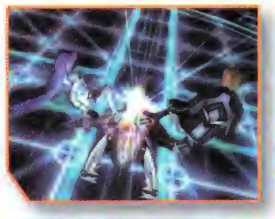





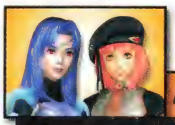
Cross Fist

Characters	Obtained
KOS-MOS and Ziggy	From GS 22

Target	Type	Attribute
Single Enemy	Physical	Strike

Condition	Effect
Stock (x2)	—



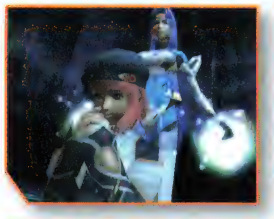
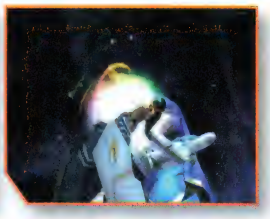


Cross Hilbert

Characters	Obtained
KOS-MOS and MOMO	From GS 30

Target	Type	Attribute
All Enemies	Status Attack	—

Condition	Effect
Stock (x2)	H Lost

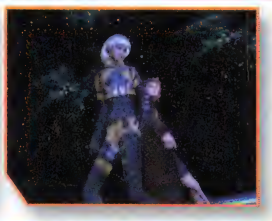



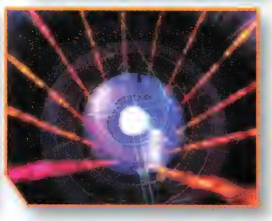
Elemental Nocturne

Characters	Obtained
chaos and Jr.	From GS 09

Target	Type	Attribute
All Enemies	Ether	Aura

Condition	Effect
Stock (x2)	—



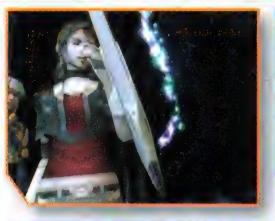


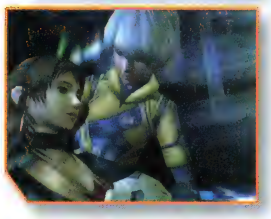
Dual Spell Ray

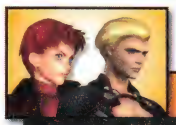
Characters	Obtained
chaos and Shion	From GS 17

Target	Type	Attribute
Single Enemy	Ether	Beam

Condition	Effect
Stock (x2)	—





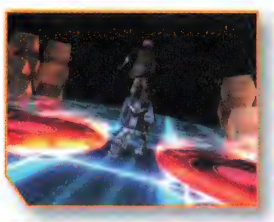
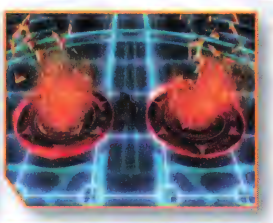
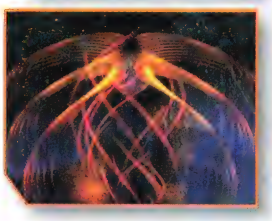
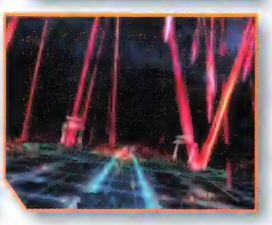


Fiery Ritornelle

Characters	Obtained
Jr. and Ziggy	From GS 23

Target	Type	Attribute
All Enemies	Physical	Pierce/Fire

Condition	Effect
Stock (x2)	—

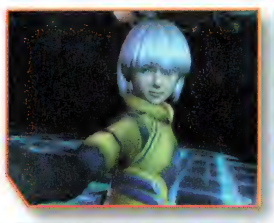





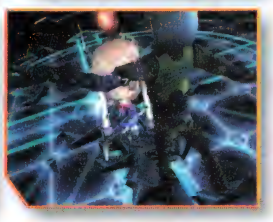
Grand Ronde

Characters	Obtained
chaos and KOS-MOS	From GS 28

Target	Type	Attribute
Single Enemy	Physical	Strike

Condition	Effect
Stock x3	—



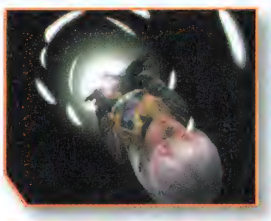
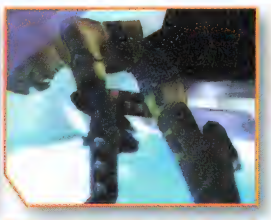
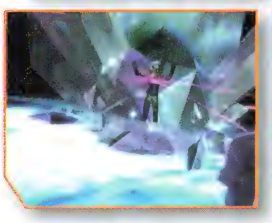
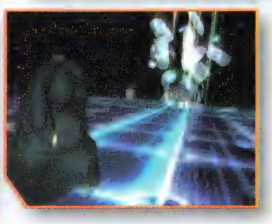


Ice Brand

Characters	Obtained
chaos and Jin	Automatic at start of game

Target	Type	Attribute
Single Enemy	Physical	Slash/Ice

Condition	Effect
Stock (x2)	—

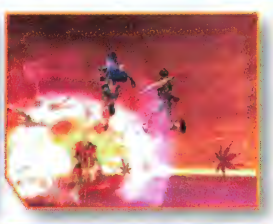





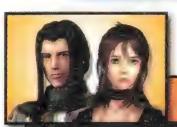
Gravity Bomb

Characters	Obtained
KOS-MOS and Shion	From Awakening II item (stolen from Orgulla)

Target	Type	Attribute
Single Enemy	Physical	Strike

Condition	Effect
Stock (x2)	L Slow



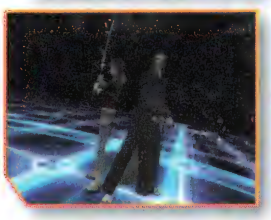


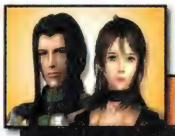
Lion Heart

Characters	Obtained
Jin and Shion	From GS 34

Target	Type	Attribute
Single Enemy	Physical	Slash

Condition	Effect
Stock (x2)	—



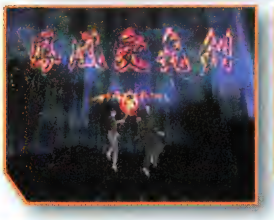
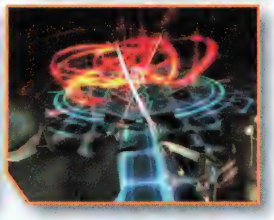


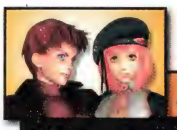
Phoenix Blade

Characters	Obtained
Jin and Shion	From Awakening III item (stolen from Margulis)

Target	Type	Attribute
Single Enemy	Ether	Aura

Condition	Effect
Stock (x3)	—

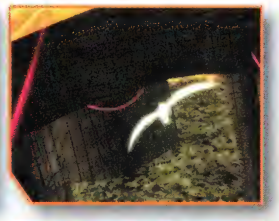


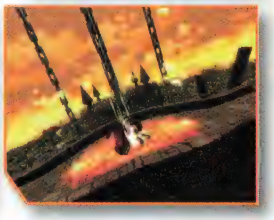
Silver Duet

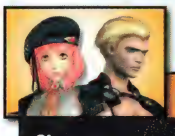
Characters	Obtained
Jr. and MOMO	From Awakening I item (stolen from Albedo)

Target	Type	Attribute
Single Enemy	Ether	—

Condition	Effect
Stock (x2)	—





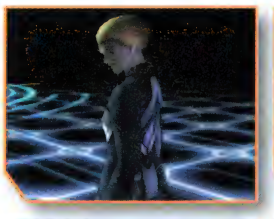
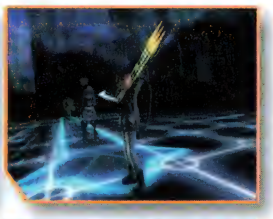


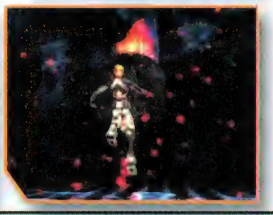
Power Strike

Characters	Obtained
MOMO and Ziggy	From GS 32

Target	Type	Attribute
Single Enemy	Physical	Strike/Fire

Condition	Effect
Stock x3	—

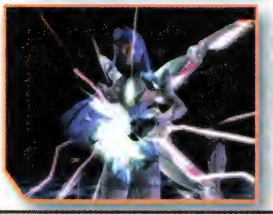


Twin Buster

Characters	Obtained
Shion and KOS-MOS	From GS 36

Target	Type	Attribute
Single Enemy	Ether	Beam

Condition	Effect
Stock x3	—



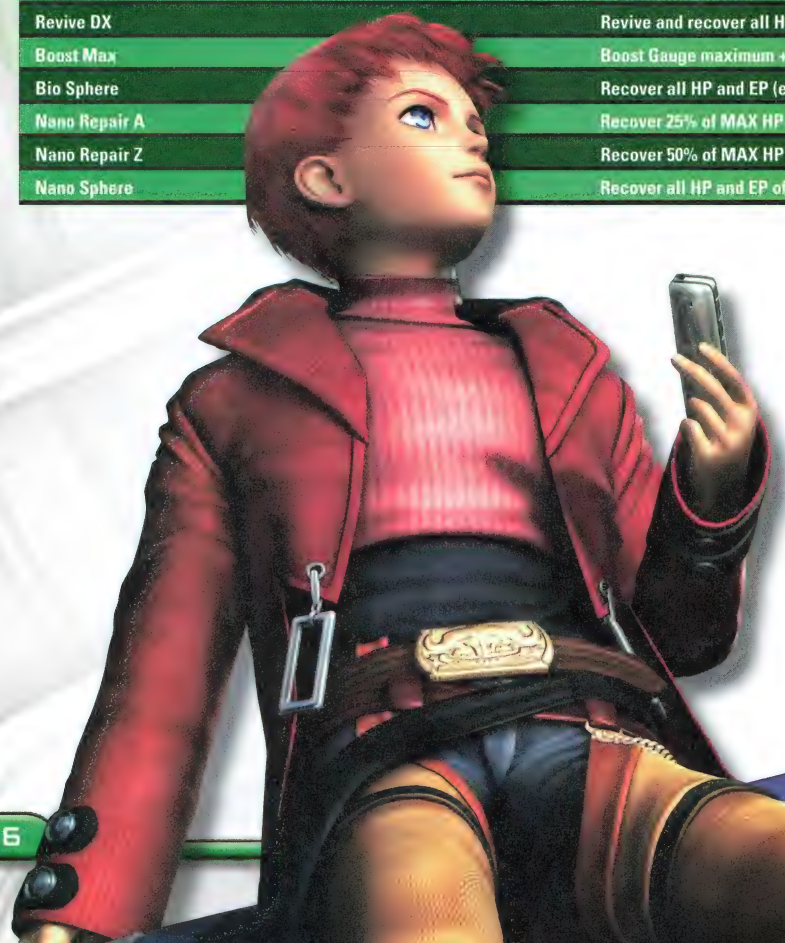
ITEMS

NORMAL ITEMS

The items in this game can be divided into a few distinct categories. All of the Combat/Recovery items are used in combat with the exception of the Bio Sphere, which is for Recovery on the field. The Med Kits and Ether Packs can be used to restore HP and EP both in and out of combat. Skill/Class items are used to increase a character's Skill Points or Class Points outside of combat, while the four Awakening items that are received from bosses unlock Double Attacks. A few last miscellaneous items round out the list.

COMBAT/RECOVERY ITEMS

ITEM	EFFECT	SELL PRICE
Med Kit S	Recover 25% of MAX HP	100G
Med Kit M	Recover 50% of MAX HP	400G
Med Kit L	Recover 75% of MAX HP	600G
Med Kit DX	Recover all HP	2000G
Ether Pack S	Recover 25% of MAX EP	200G
Ether Pack M	Recover 50% of MAX EP	600G
Ether Pack DX	Recover all EP	800G
Rejuvenator M	Recover 50% of MAX HP and EP	1600G
Rejuvenator DX	Recover all HP and EP	4000G
Rejuvenator E	Recover all HP and EP for all allies	6000G
Antidote L	Heal L-type status effects	300G
Antidote H	Heal H-type status effects	600G
Revive S	Revive and recover 25% of MAX HP	600G
Revive DX	Revive and recover all HP	1600G
Boost Max	Boost Gauge maximum +1 (up to 5)	4000G
Bio Sphere	Recover all HP and EP (entire party)	400G
Nano Repair A	Recover 25% of MAX HP and EP (E.S. only)	400G
Nano Repair Z	Recover 50% of MAX HP and EP (E.S. only)	1000G
Nano Sphere	Recover all HP and EP of all crafts (E.S. only)	600G



SKILL/CLASS ITEMS

ITEM	EFFECT	SELL PRICE
Skill Upgrade A	Skill Points +10	200G
Skill Upgrade B	Skill Points +30	600G
Skill Upgrade C	Skill Points +50	1000G
Skill Upgrade D	Skill Points +100	2000G
Skill Upgrade E	Skill Points +500	10000G
Class Upgrade A	Class Points +10	400G
Class Upgrade B	Class Points +50	2000G
Class Upgrade C	Class Points +100	4000G

DOUBLE ATTACK ITEMS

ITEM	EFFECT	OBTAINED BY	SELL PRICE
Awakening I	Gain Silver Duet Double Attack for Jr. and MOMO	Stolen from Albedo	500,000G
Awakening II	Gain Gravity Bomb Double Attack for Shion and KOS-MOS	Stolen from Orgulla	500,000G
Awakening III	Gain Phoenix Blade Double Attack for Shion and Jin	Stolen from Margulis	500,000G
Awakening IV	Gain Blessed Miracle Double Attack for chaos and MOMO	Stolen from the Patriarch	500,000G

OTHER ITEMS

ITEM	DESCRIPTION/EFFECT	SELL PRICE
Ether Core	A rare part used to fix broken Ether	4000G
Junked Circuit	A destroyed circuit	1000G
Scrap Iron	Remains of a machine. Each piece enables the player to play the Fishing mini-game on Disc 2.	200G

KEY ITEMS

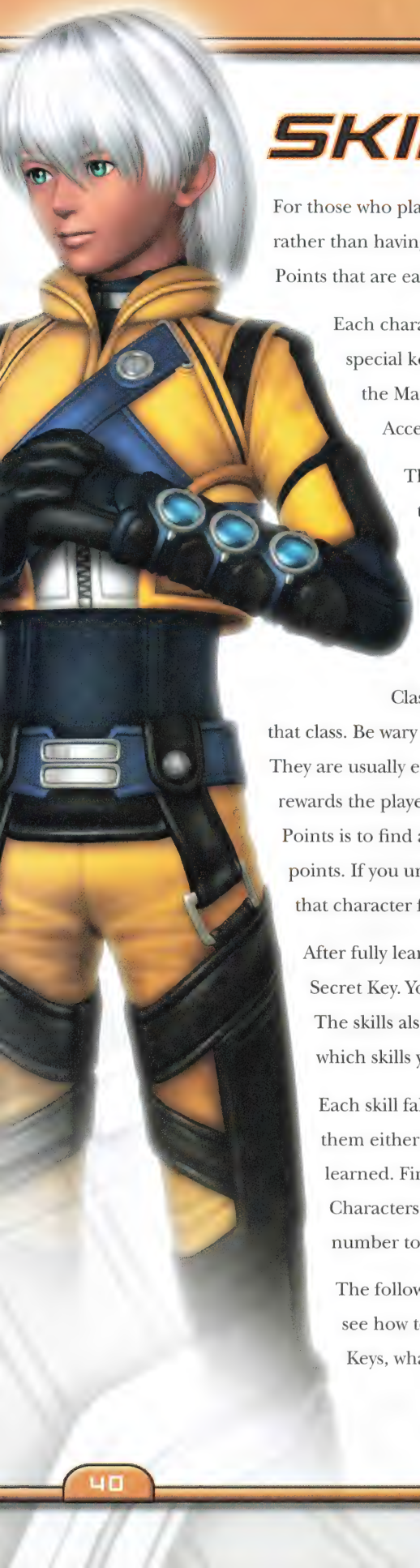
Unlike normal items, Key items cannot be actively used from the menu. Many of them are simply used in the course of the various GS events, although a few unlock special areas or skills. For more information on how to receive a given Key Item, check the relevant section of the walkthrough, view the Segment File information, or check the GS Campaign information listed.

KEY ITEMS

ITEM	EFFECT	OBTAINED
Decoder 01	Unlocks Segment Address No. 01	GS 05
Decoder 02	Unlocks Segment Address No. 02	Ormus Stronghold
Decoder 03	Unlocks Segment Address No. 03	Inside Segment Address 16
Decoder 04	Unlocks Segment Address No. 04	Subconscious Domain (Summer)
Decoder 05	Unlocks Segment Address No. 05	Labyrinthos
Decoder 06	Unlocks Segment Address No. 06	Received from Angelina at start of Segment File quest
Decoder 07	Unlocks Segment Address No. 07	Inside Segment Address 14
Decoder 08	Unlocks Segment Address No. 08	GS 13
Decoder 09	Unlocks Segment Address No. 09	Submerged City
Decoder 10	Unlocks Segment Address No. 10	Omega System (return on foot via the EVS)
Decoder 11	Unlocks Segment Address No. 11	Durandal (Park Area)

ITEM	EFFECT	OBTAINED
Decoder 12	Unlocks Segment Address No. 12	Heaven's Ruins
Decoder 13	Unlocks Segment Address No. 13	GS 35
Decoder 14	Unlocks Segment Address No. 14	GS 27
Decoder 15	Unlocks Segment Address No. 15	Dämmerung
Decoder 16	Unlocks Segment Address No. 16	GS 29
Decoder 17	Unlocks Segment Address No. 17	GS 06
Decoder 18	Unlocks Segment Address No. 18	Dämmerung
Love Letter	GS Event item	GS 01
ZAZA's Clue 1	GS Event item	GS 04
ZAZA's Clue 2	GS Event item	GS 04
ZAZA's Clue 3	GS Event item	GS 04
ZAZA's Clue 4	GS Event item	GS 04
ZAZA's Clue 5	GS Event item	GS 04
ZAZA's Clue 6	GS Event item	GS 04
ZAZA's Clue 7	GS Event item	GS 04
Spade Letter	GS Event item	GS 02
Heart Letter	GS Event item	GS 02
Club Letter	GS Event item	GS 02
Diamond Letter	GS Event item	GS 02
Facility Key	GS Event item; unlocks Second Miltia power distribution facility	GS 08
Stella's Shoes	GS Event item	GS 25
Stella's Hairpin	GS Event item	GS 25
Stella's Corset	GS Event item	GS 25
Water Tank A Key	GS Event item; unlocks Second Miltia Water Works' water tank A	GS 12
Water Tank B Key	GS Event item; unlocks Second Miltia Water Works' water tank B	GS 13
Spring Seed	GS Event item	GS 10
Summer Seed	GS Event item	GS 10
Autumn Seed	GS Event item	GS 10
Winter Seed	GS Event item	GS 10
Power Battery	GS Event item	GS 23
Sequencer A	Unlocks the green Forbidden Device	Factory
Sequencer B	Unlocks the yellow Forbidden Device	Robot Academy
Sequencer C	Unlocks the red Forbidden Device	Desert
Sequencer D	Unlocks the final Forbidden Device	Inside Segment Address 12
Wedding Ring	GS Event item	GS 15
Engagement Ring	GS Event item	GS 15
Hyper Fertilizer	GS Event item	GS 10
Vault Key	GS Event item; unlocks Our Treasure's vault	GS 31
Secret Box	GS Event item	GS 03
Curry Recipe	GS Event item	GS 06
Teddy Bear	GS Event item	GS 09
Memory Locket	GS Event item	GS 14
Music Box	GS Event item	GS 16
Entertainment Guide	GS Event item	GS 17
Rules of High Society	GS Event item	GS 17
Blue Maid Uniform	GS Event item	GS 17
Pink Maid Uniform	GS Event item	GS 17
Black Maid Uniform	GS Event item	GS 17
Aqua Maid Uniform	GS Event item	GS 17

ITEM	EFFECT	OBTAINED
Statue Blueprint	GS Event item	GS 18
Pink Book	GS Event item	GS 21
Free Play Token	GS Event item	GS 24
Toy Store Key	GS Event item; unlocks Toy Store in Old Miltia/Submerged City	GS 26
Red Eye Fish Print	GS Event item	GS 29
Iron 4 Sheet Music	GS Event item; allows access to Segment Address 16	GS 16
Unlock Code	GS Event item; allows access to Segment Address 11	GS 18
King's Key	GS Event item; allows access to King's secret storage area	GS 20
Geriatric Swimsuit	Unlocks the Professor's swimsuit	EPISODE I clear data
Sidney's Letter	GS Event item	GS 01
Robot Part Right Arm	Part of Erde Kaiser	Inside Segment Address 14
Robot Part Left Arm	Part of Erde Kaiser	Inside Segment Address 07
Robot Part Right Leg	Part of Erde Kaiser	Inside Segment Address 16
Robot Part Left Leg	Part of Erde Kaiser	Inside Segment Address 03
Robot Part Head	Part of Erde Kaiser	Inside Segment Address 13
Robot Part Body	Part of Erde Kaiser	Inside Segment Address 08
Secret Key 1	Unlocks Level 1 Class H skill, Psycho Pocket	GS 01
Secret Key 2	Unlocks Level 1 Class H skill, Break B10	GS 02
Secret Key 3	Unlocks Level 1 Class H skill, Focus 1	Inside Segment Address 06
Secret Key 4	Unlocks Level 1 Class H skill, EP Regen	Inside Segment Address 09
Secret Key 5	Unlocks Level 2 Class D skill, Stock 1	Inside Segment Address 15
Secret Key 6	Unlocks Level 2 Class D skill, Rare +10	GS 03
Secret Key 7	Unlocks Level 2 Class F skill, Junk Beam	Dämmerung (shooting conveyor belt)
Secret Key 8	Unlocks Level 2 Class H skill, Boost 1	Inside Segment Address 01
Secret Key 9	Unlocks Level 2 Class H skill, Expansion Pack	Inside Segment Address 04
Secret Key 10	Unlocks Level 2 Class H skill, Inner Peace	GS 26
Secret Key 11	Unlocks Level 2 Class H skill, ST Resist 20	GS 11
Secret Key 12	Unlocks Level 3 Class A skill, Safety Level	GS 12
Secret Key 13	Unlocks Level 3 Class A skill, Limiter Up	Labyrinthos
Secret Key 14	Unlocks Level 3 Class C skill, Rapid Refresh	Ormus Stronghold
Secret Key 15	Unlocks Level 3 Class C skill, Last Revenge	GS 10
Secret Key 16	Unlocks Level 3 Class E skill, First Combo	Inside Segment Address 18
Secret Key 17	Unlocks Level 3 Class F skill, Break B15	GS 15
Secret Key 18	Unlocks Level 3 Class F skill, Rare +30	GS 33
Secret Key 19	Unlocks Level 3 Class G skill, Ether Burst	GS 32
Secret Key 20	Unlocks Level 3 Class H skill, Skill Up 10	Inside Segment Address 05
Secret Key 21	Unlocks Level 3 Class H skill, Experience Up 10	GS 14
Secret Key 22	Unlocks Level 3 Class H skill, Combo Boost	Inside Segment Address 02
Secret Key 23	Unlocks Level 3 Class H skill, EP Half	Inside Segment Address 11
Secret Key 24	Unlocks Level 4 Class A skill, Curse	Omega System
Secret Key 25	Unlocks Level 4 Class B skill, Focus 2	Omega System (return on foot)
Secret Key 26	Unlocks Level 4 Class C skill, Overload	Inside Segment Address 10
Secret Key 27	Unlocks Level 4 Class C skill, ST Double	Omega System
Secret Key 28	Unlocks Level 4 Class D skill, Best Ally	Inside Segment Address 17
Secret Key 29	Unlocks Level 4 Class D skill, Skill Up 15	Factory
Secret Key 30	Unlocks Level 4 Class D skill, Experience Up 15	Factory
Secret Key 31	Unlocks Level 4 Class D skill, Rebound	Heaven's Ruins



SKILLS

For those who played *Xenosaga EPISODE I*, it should be noted that *EPISODE II*'s skill system is quite different. Now, rather than having individual skill trees, each character can learn the same skills by spending Skill Points and Class Points that are earned through battle or the use of special items.

Each character has a large number of skills already unlocked. Some are hidden, unlocked only by finding special key items called **Secret Keys**. To learn a skill, you must first unlock the class the skill appears in. Open the Main Menu and select Skills from the sub-menus, then select the character you want to learn a skill. Access the Skill Selection screen, rather than opening the tutorial.

This should bring up a menu of the skill levels, 1 through 4. Any unlocked skill level has "Pass" next to it, while those left unlocked are gray in color with dashes next to them. Scroll up or down using the directional buttons or left analog stick, and press to the right to see the classes under the chosen level.

After selecting a class, you can unlock it if you have the required Class Points. Current Class and Skill Points are displayed at the bottom-left corner of the screen. Once you unlock a Class, the Class Point cost disappears and is replaced by dashes; you can then shift right to learn the skills under that class. Be wary of which classes you unlock; unlike Skill Points, Class Points are very seldom awarded in combat. They are usually earned by gaining Class Bonuses that are awarded by learning every skill in a class. The Class Bonus rewards the player with more Class Points than you used to unlock the original Class. Another way to earn Class Points is to find and use the various rare Class Upgrade items on a character, so be careful how you spend these points. If you unlock too many classes that have skills still locked, you may have trouble purchasing new classes with that character for a while.

After fully learning any one class in level 1, the level 2 skills are unlocked—or at least those that don't require a Secret Key. You'll find that the higher the level, the more skills that require the use of a Secret Key to unlock. The skills also get more costly—and more useful—as you go up through the levels, so look ahead to determine which skills you may want for a character and save any points accordingly.

Each skill falls under one of three categories. Ether skills are much like magical spells—you must actively use them either in battle or from the Ether section of the Main Menu. Mastered skills are in constant effect once learned. Finally, Equipped skills must be equipped using the Status section of the Main Menu to take effect. Characters can have three active Equipped skills at a time, with the Expansion Pack skill increasing the number to four.

The following is a comprehensive list of all the skills in the game. If a skill is currently locked and you want to see how to release it, refer to the Key Items section in the "Items" chapter to view the various Secret Keys, what they unlock, and where to find them.

LEVEL 1 SKILLS

(CLASSES A THROUGH G COST 300 CP EACH; CLASS H COSTS 600 CP.)

NAME	CLASS	COST	TYPE	EFFECT	EP
Medica	A	200	Ether	Low HP recovery relative to Ether Attack (one ally)	2
Refresh L	A	150	Ether	Clear L-type status effect based on caster's Eatk (one ally)	4
Poison Guard	A	100	Mastered	Poison resistance +25%	—
Blind Guard	A	100	Mastered	Blind resistance +25%	—
Attacker	B	200	Ether	Raise Physical Attack and lower Physical Defense (self)	4
Defender	B	200	Ether	Lower Physical Attack and raise Physical Defense (self)	4
STR+2	B	100	Equipped	Increase Physical Attack by 2	—
VIT+2	B	150	Equipped	Increase Physical Defense by 2	—
Analyze	C	150	Ether	Analyze enemy to see statistics (one enemy)	4
Memory	C	100	Mastered	Recall enemy zones once learned	—
EATK+2	C	150	Equipped	Increase Ether Attack by 2	—
EDEF+2	C	150	Equipped	Increase Ether Defense by 2	—
Down Dex	D	150	Ether	Lower Dexterity and Evasion of B or G enemy (one enemy)	4
Break Sensors	D	150	Ether	Lower Dexterity and Evasion of M enemy (one enemy)	4
DEX+2	D	150	Equipped	Increase Dexterity by 2	—
EVA+2	D	150	Equipped	Increase Evasion by 2	—
Ice Blast	E	200	Ether	Ice Ether Attack (one enemy)	6
Flame Blast	E	200	Ether	Fire Ether Attack (one enemy)	6
Thunder Blast	E	200	Ether	Thunder Ether Attack (one enemy)	6
Aura Blast	E	200	Ether	Aura Ether Attack (one enemy)	6
Down Force	F	150	Ether	Lower Physical Attack of a B or G enemy (one enemy)	4
Down P Def	F	150	Ether	Lower Physical Defense of a B or G enemy (one enemy)	4
Down Ether	F	150	Ether	Lower Ether Attack of a B or G enemy (one enemy)	4
Down E Def	F	150	Ether	Lower Ether Defense of a B or G enemy (one enemy)	4
Break Arms	G	150	Ether	Lower Physical Attack of M enemy (one enemy)	4
Break Armor	G	150	Ether	Lower Physical Defense of M enemy (one enemy)	4
Break Beam	G	150	Ether	Lower Ether Attack of M enemy (one enemy)	4
Break Shield	G	150	Ether	Lower Ether Defense of M enemy (one enemy)	4
Psycho Pocket	H	300	Ether	Steal an item (one enemy)	4
Break B10	H	400	Mastered	Break bonus chance +10%	—
Focus 1	H	600	Mastered	Recover 10% EP with the Stock command	—
EP Regen	H	600	Equipped	EP +2 every turn	—

LEVEL 2 SKILLS

(CLASSES A THROUGH G COST 600 CP EACH; CLASS H COSTS 1200 CP.)

NAME	CLASS	COST	TYPE	EFFECT	EP
Ice Veil	A	300	Ether	Reduce ice damage 25% (one ally)	4
Flame Veil	A	300	Ether	Reduce fire damage 25% (one ally)	4
Thunder Veil	A	300	Ether	Reduce thunder damage 25% (one ally)	4
Aura Veil	A	300	Ether	Reduce aura and beam damage 25% (one ally)	4
Ice Sword	B	300	Ether	Add ice to non-elemental attacks (one ally)	4
Flame Sword	B	300	Ether	Add fire to non-elemental attacks (one ally)	4
Thunder Sword	B	300	Ether	Add thunder to non-elemental attacks (one ally)	4
Aura Sword	B	300	Ether	Add aura to non-elemental attacks (one ally)	4
Revert	C	600	Ether	Revive character with 25% HP (one ally)	20
Medica 2	C	600	Ether	Mid HP recovery relative to Ether Attack (one ally)	4
Medica All	C	600	Ether	Low HP recovery relative to Ether Attack (all allies)	10
Vaccine	C	400	Ether	Raise status effect resistance 10% (one ally)	6
Stock 1	D	500	Ether	Increase Stock count by one	4
HP Mind 10	D	500	Mastered	HP Recovery +10%	—
ST Mind 10	D	400	Mastered	Status effect recovery +10%	—
Rare+10	D	600	Equipped	Rare item acquisition +10%	—
Heavy Guard	E	200	Mastered	Heavy resistance +25%	—
Weak Guard	E	200	Mastered	Weak resistance +25%	—
Ether PD Guard	E	200	Mastered	Ether PD resistance +25%	—
Ether DD Guard	E	200	Mastered	Ether DD resistance +25%	—
Ether Spear	F	400	Ether	Raise Ether Attack and lower Ether Defense (self)	4
Ether Shield	F	400	Ether	Lower Ether Attack and raise Ether Defense (self)	4
Junk Beam	F	500	Ether	20% chance to cancel M enemy's action (one enemy)	4
Miracle Star	F	400	Ether	Non-elemental Ether attack (one enemy)	8
Ice Coat	G	400	Equipped	Reduce ice damage 25%	—
Flame Coat	G	400	Equipped	Reduce fire damage 25%	—
Thunder Coat	G	400	Equipped	Reduce thunder damage 25%	—
Aura Coat	G	400	Equipped	Reduce aura damage 25%	—
Boost 1	H	1200	Ether	Increase Boost count by one (self)	8
Expansion Pack	H	1000	Mastered	Increase skill slots by one	—
Inner Peace	H	1500	Mastered	Raise Evasion after using the Stock command	—
ST Resist 20	H	1200	Equipped	Status effect resistance +20%	—

LEVEL 3 SKILLS

(CLASSES A THROUGH G COST 1200 CP EACH; CLASS H COSTS 2400 CP.)

NAME	CLASS	COST	TYPE	EFFECT	EP
Refresh H	A	800	Ether	Clear H-type status effect based on caster's Eatk (one ally)	6
Safety Level	A	1200	Ether	Survive with one HP one time (one ally)	20
ST Mind 15	A	600	Mastered	Status effect recovery +15%	—
Limiter Up	A	1500	Equipped	Increase max HP & EP 10%	—
Blade Coat	B	500	Equipped	Reduce slashing damage 25%	—
Spear Coat	B	500	Equipped	Reduce piercing damage 25%	—
Hammer Coat	B	500	Equipped	Reduce strike damage 25%	—
Beam Coat	B	500	Equipped	Reduce beam damage 25%	—
Cleanse	C	800	Ether	Clear status effects using half of current HP (self)	8
Rapid Refresh	C	1000	Mastered	Regeneration x2 during reserve	—
Double Power	C	1000	Equipped	Double parameter effects of equipped skills	—
Last Revenge	C	1200	Equipped	When knocked out, Counterboost with 1 HP and full stock (one time only)	—
Stun Guard	D	400	Mastered	Stun resistance +25%	—
Lost Guard	D	400	Mastered	Lost resistance +25%	—
Poison EP Guard	D	400	Mastered	Poison EP resistance +25%	—
Slow Guard	D	400	Mastered	Slow resistance +25%	—
Quick	E	1200	Ether	Increase turns 25% (one ally)	10
Charge Time	E	800	Ether	Double HP regeneration one time (self)	4
CRTC+5	E	800	Equipped	Increases critical hit rate 5%	—
First Combo	E	1000	Equipped	Stock +1 when battle starts	—
Prayer	F	1200	Ether	Receive a heavenly gift (self)	16
Break B15	F	1500	Mastered	Break bonus chance +15%	—
Revenge Power	F	1500	Equipped	25% chance of Counterboost after taking a critical hit (only after enemy individual attack)	—
Rare+30	F	1800	Equipped	Rare item acquisition +30%	—
Misty	G	1000	Ether	Block B or G enemy's Ether skills (one enemy)	6
Infection	G	800	Ether	Lower status resistance of B or G enemy (one enemy)	4
Guard	G	800	Mastered	Damage reduction +20% when guarding	—
Ether Burst	G	1800	Equipped	Doubles Ether attack damage, but also doubles EP consumption	—
Skill Up 10	H	3600	Mastered	Skill Points +10%	—
Experience Up 10	H	3600	Mastered	Experience Points +10%	—
Combo Boost	H	3600	Equipped	Boost possible even when character icon is showing	—
EP Half	H	3600	Equipped	EP consumption 1/2	—

LEVEL 4 SKILLS

(CLASSES A THROUGH C COST 2400 CP EACH; CLASS D COSTS 4800 CP.)

NAME	CLASS	COST	TYPE	EFFECT	EP
Heaven's Rain	A	2400	Ether	Aura Ether Attack (all enemies)	18
Curse	A	4000	Ether	Enemy takes as much damage as it causes	18
Damage-10	A	4000	Equipped	Lower all damage received by 10%	—
Samurai Soul	A	3200	Equipped	Increase attack when party member is knocked out	—
Annihilation	B	2800	Ether	Non-elemental Ether attack & clear status effects (one enemy)	18
Focus 2	B	4800	Mastered	Recover 15% EP with the Stock command	—
Lost AGL	B	2400	Mastered	Retain full Agility after casting Ether	—
Knight Soul	B	3200	Equipped	Increase defense when party member is knocked out	—
Overload	C	3600	Equipped	50% chance of stock +2 when using the Stock command	—
ST Resist 30	C	3200	Equipped	Status effect resistance +30%	—
ST Double	C	2800	Equipped	Duration of status effects x2	—
HP Mind 15	C	2400	Mastered	HP Recovery +15%	—
Best Ally	D	9600	Ether	Auto revive and recover all HP one time (one ally)	60
Skill Up 15	D	7200	Mastered	Skill Points +15%	—
Experience Up 15	D	7200	Mastered	Experience Points +15%	—
Rebound	D	8000	Equipped	50% chance to Counterboost after guard or evasion when using the Stock command	—

WHAT TO LEARN?

With such a wide variety of skills it can become difficult to decide what to learn for each character. The best bet is to play off your characters' strengths—put any offensive Ether skills on characters with a high EATK rating, such as MOMO, while combat-enhancing skills should go on the more active fighters. Healing skills are important enough, however, that they should go on every character sooner or later. These include Medica, Medica 2, Medical All, and Revert. Also, place the Psycho Pocket skill on multiple characters to make stealing unique items a little easier. You will also want at least one character in the combat party to know the Analyze Ether and the Memory Mastered Skill. Also, if you tend to pair up some characters in combat to use their Double Attacks, pair up their Ether skills as well, unlocking certain Ether Combos while those characters are fighting together.

OTHER SKILLS

While almost all skills are learned through Skill Points from the previous table, a few select skills are obtained in other ways. The Swimsuits are found by completing GS 07 (MOMO and Jr.), GS 25 (Shion and chaos), and GS 32 (Jin) or from loading *EPISODE I*'s game clear data at the start of *Xenosaga EPISODE II* (KOS-MOS and Ziggy). The various Erde Kaiser summons are unlocked by completing parts of the Giant Robot sub-quest in the Professor's laboratory on the Elsa.

NAME	CHARACTERS	TYPE	EFFECT	EP
Swimsuit	Shion, chaos, Jr., MOMO, Jin, KOS-MOS*, Ziggy*	Equipped	AGL +1, Skill points +10%, Additional 10-15% damage	—
Erde Storm	Shion	Ether	Non-elemental Ether attack from Erde Kaiser arms (all enemies)	8
Erde Beam	Shion	Ether	Ether Beam attack from Erde Kaiser head (all enemies)	8
Erde Quake	Shion	Ether	Non-elemental Ether attack from Erde Kaiser legs (all enemies)	8
Erde Kaiser Fury**	Shion	Ether	Large damage Slashing, Piercing, or Thunder Ether attack (all enemies, one time)	50

*KOS-MOS' and Ziggy's Swimsuits are available only if cleared game data from Xenosaga EPISODE I is loaded at the start of a game.
**You can only obtain one of the three damage types for Erde Kaiser Fury, depending on your performance in GS 27 (The Master Bartender).

ETHER COMBOS

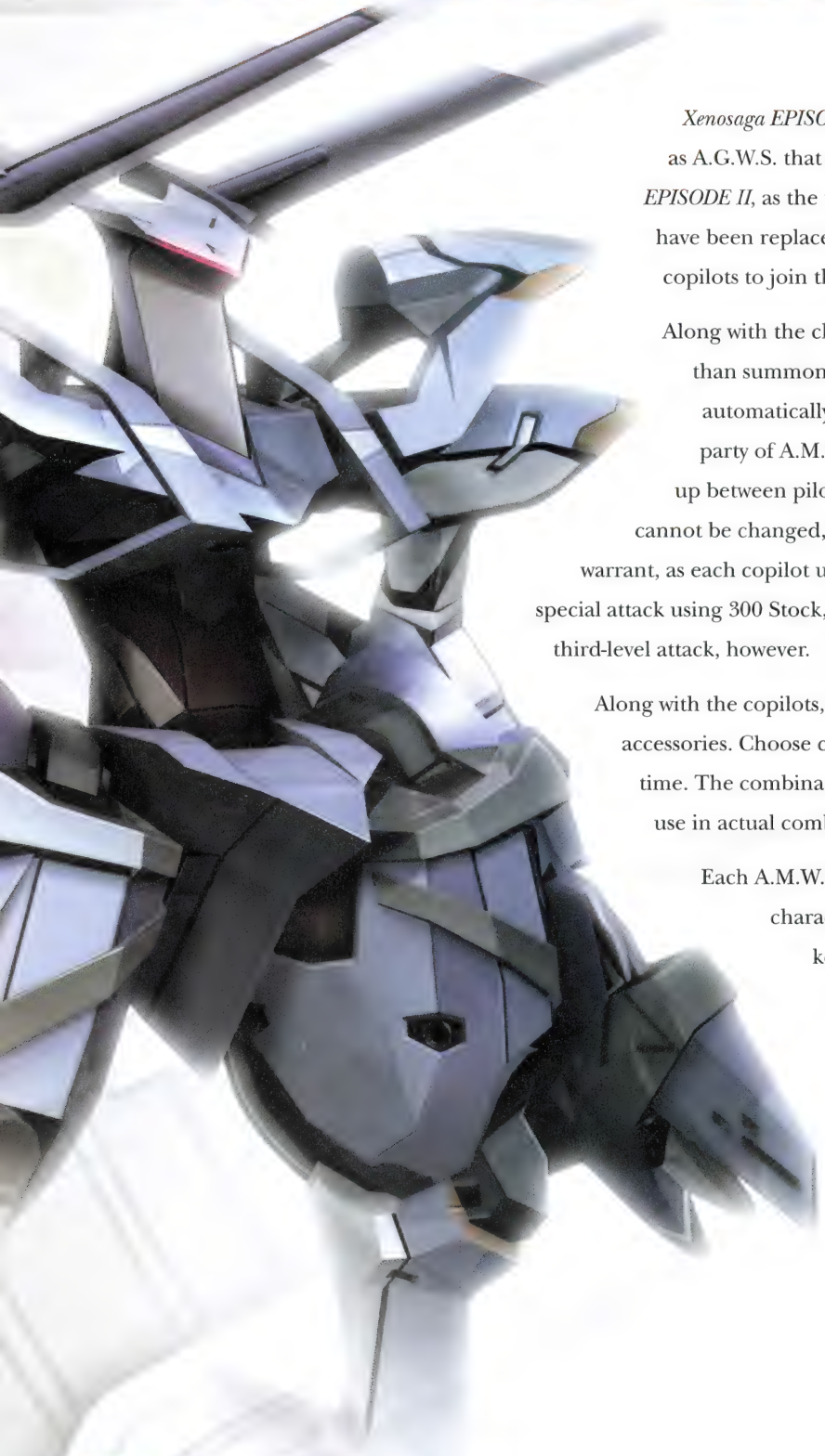
Ether Combos are special advanced abilities that are similar in some ways to Double Attacks. To use an Ether Combo, one character must Boost during another character's turn. For example, let's say that Shion uses Boost during chaos' turn. From chaos' Ether menu, press the △ button while highlighting an Ether skill. If there is an Ether Combo to use for that skill, it opens a new menu. Scroll through the choices (if there are any) and press the ○ button to select and use the Ether Combo. Note, though, that this takes up both characters' turns.

Unlike Double Attacks, any pair of characters can use an Ether Combo. The only requirement is that each character must have one of the two compatible skills that comprise the combo. The following is a list of the Ether Combos, including the two Ether skills required to make up the set:

ETHER COMBOS

COMBO	ETHER USED	EFFECT	EP
Double Medica	Medica (x2)	Low HP recovery (all allies)	2
Double Medica 2	Medica 2 (x2)	Mid HP recovery (all allies)	4
Double Refresh L	Refresh L (x2)	Remove L status effect (all allies)	4
Double Refresh H	Refresh H (x2)	Remove H status effect (all allies)	6
XSB Dex	Down Dex (x2)	Lower Dexterity and Evasion of B or G enemies (all enemies)	4
XSB Force	Down Force (x2)	Lower Physical Attack of B or G enemies (all enemies)	4
XSB P Def	Down P Def (x2)	Lower Physical Defense of B or G enemies (all enemies)	4
XSB Ether	Down Ether (x2)	Lower Ether Attack of B or G enemies (all enemies)	4
XSB E Def	Down E Def (x2)	Lower Ether Defense of B or G enemies (all enemies)	4
XBK Sensors	Break Sensors (x2)	Lower Dexterity and Evasion of M enemies (all enemies)	4
XBK Arms	Break Arms (x2)	Lower Physical Attack of M enemies (all enemies)	4
XBK Armor	Break Armor (x2)	Lower Physical Defense of M enemies (all enemies)	4
XBK Beam	Break Beam (x2)	Lower Ether Attack of M enemies (all enemies)	4
XBK Shield	Break Shield (x2)	Lower Ether Defense of M enemies (all enemies)	4
Junk Blast	Junk Beam (x2)	20% chance to cancel M enemies' actions (all enemies)	4
Lost Mist	Misty (x2)	Block B or G enemies' Ether skills (all enemies)	6
Thunder Wall	Thunder Veil (x2)	Reduce thunder damage 25% (all allies)	4
Flame Wall	Flame Veil (x2)	Reduce fire damage 25% (all allies)	4
Ice Wall	Ice Veil (x2)	Reduce ice damage 25% (all allies)	4
Aura Wall	Aura Veil (x2)	Reduce aura damage 25% (all allies)	4
Thunder Storm	Thunder Blast (x2)	Thunder Ether attack (all enemies)	6
Thunder Burst	Thunder Blast + Aura Blast	Concentrated thunder Ether attack (one enemy)	6
Flame Storm	Flame Blast (x2)	Fire Ether attack (all enemies)	6
Flame Burst	Flame Blast + Aura Blast	Concentrated fire Ether attack (one enemy)	6
Ice Storm	Ice Blast (x2)	Ice Ether attack (all enemies)	6
Ice Burst	Ice Blast + Aura Blast	Concentrated ice Ether attack (one enemy)	6
Aura Storm	Aura Blast (x2)	Aura Ether attack (all enemies)	6
Miracle Stars	Miracle Star (x2)	Non-Elemental Ether attack (all enemies)	8
Pocket Rare	Analyze + Psycho Pocket	Analyze enemy and steal rare item (one enemy)	4

A.M.W.S. DATA



Xenosaga EPISODE I saw the introduction of giant mechanical suits known as A.G.W.S. that the characters could use in combat at will. Now in *Xenosaga EPISODE II*, as the technology of the world is constantly evolving, these mechs have been replaced by the A.M.W.S., more intricate mechs that have room for copilots to join the normal pilots.

Along with the change in name, there are a few differences to note. Rather than summoning mechanized allies at will, different dungeon areas automatically use either normal characters or the A.M.W.S. for all fights. A party of A.M.W.S. consists of three members, as the characters are divvied up between piloting and copiloting duties. The pilot of a particular mech cannot be changed, but copilots can and should be swapped out as circumstances warrant, as each copilot unlocks different special attacks. To unlock a duo's third-level special attack using 300 Stock, equip the rare **EMAX300** accessory. Not all pairings have this third-level attack, however.

Along with the copilots, an A.M.W.S. also gains abilities and traits from equipped accessories. Choose carefully, as each mech can only equip three accessories at a time. The combination of accessories and copilots can drastically alter a unit's use in actual combat.

Each A.M.W.S. unit gains experience and levels much like a normal character, and each has its own specific base stats. One last thing to keep in mind is that the only A.M.W.S. unit that can use Ether skills is the E.S. Zebulun, which is piloted by MOMO. Raise this Realian pilot's abilities accordingly, and plan ahead to make the best use of the unit's Ether capabilities.

E.S. ASHER

Jr. pilots the E.S. Asher throughout most of the game, although Canaan briefly directs it early on in the game. The E.S. Asher is the strongest physically of the three A.M.W.S. units, with the highest HP to boot. It's best used for hand-to-hand physical combat.

E.S. ASHER STATS

Level	POW	ARM	DEX	EVA	AGL	EATK	EDEF	HP	EP
20	362	330	39	33	7	270	222	13442	0
30	459	423	49	43	7	354	298	18823	0
40	543	503	59	53	7	426	363	23473	0
50	614	570	69	63	7	487	418	27390	0
60	671	625	79	73	7	536	463	30575	0
70	716	668	87	77	7	574	497	33028	0
80	748	698	90	80	7	600	521	34748	0
90	765	715	92	82	7	615	535	35737	0
99	770	720	94	84	7	620	540	36000	0

ANY COPILOT

Command	Attack	Target	Type	Range	Attribute	Effect
⭕	Shield Lancer	Single	Physical	Short	Strike	—
🔘	Gatling Gun	Single	Physical	Long	Pierce	—
1A	Gatling Gun	Single	Physical	Long	Pierce	—
100 Stock	Shot Buster	Single	Ether	Long	Beam	—

CHAOS

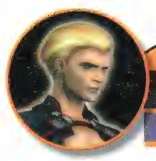
Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Ice Storm	Single	Ether	Long	Ice	—
300 Stock	Odin Buster	Single	Ether	Long	Beam	—

JIN

Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Wings of Light	Single	Physical	Short	Slash/Aura	—
300 Stock	Moonlight Blade	All	Ether	Long	Aura	—

SHION

Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Gatling Blast	Single	Physical	Long	Pierce	—
300 Stock	Odin Buster	Single	Ether	Long	Beam	—



ZIGGY

Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Corona Buster	Single	Ether	Long	Fire	—

E.S. DINAH

The E.S. Dinah is KOS-MOS' special A.M.W.S. unit, about as much a mystery as the android herself. While the physical strength of the unit is average, it is stronger at Ether-based attacks, be it the normal Beam Blaster attack or one of the copilot-enabled special attacks. Choose the second character for this unit accordingly.

E.S. DINAH STATS

Level	POW	ARM	DEX	EVA	AGL	EATK	EDEF	HP	EP
21	320	299	36	30	8	348	294	11927	0
30	403	374	45	39	8	434	374	15878	0
40	483	446	55	49	8	517	451	19698	0
50	550	507	65	59	8	587	516	22918	0
60	605	556	75	67	8	643	569	25538	0
70	648	594	83	69	8	687	611	27557	0
80	678	620	86	72	8	718	639	28970	0
90	695	635	88	74	8	735	655	29782	0
99	700	640	90	76	8	740	660	30000	0

ANY COPILOT

Command	Attack	Target	Type	Range	Attribute	Effect
●	Hand-to-hand	Single	Physical	Short	Strike	—
▲	Beam Blaster	Single	Ether	Long	Beam	—
IA	Beam Blaster	Single	Ether	Long	Beam	—
100 Stock	Spiral Fist	Single	Physical	Long	Strike	—

CHAOS

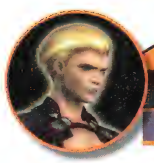
Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Chained Blast	Single	Physical	Short	Strike/Aura	—

JIN

Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Twin Dragons	Single	Physical	Short	Slash	—
300 Stock	Iron Blade	Single	Physical	Long	Slash/Aura	—

SHION

Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Tornado Fist	Single	Physical	Long	Strike/Thunder	—
300 Stock	X-Buster	All	Ether	Long	Beam	—



ZIGGY

Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Meteor Storm	Single	Ether	Long	Fire	—

E.S. ZEBULUN

Piloted by MOMO, the Zebulun is the only one of the three A.M.W.S. units that can use the pilot's Ether abilities. MOMO is the only character who can use her Ether skills through the robot; the copilot's abilities are still blocked. This unit's physical combat capabilities are low, but the use of Ether for healing and support is invaluable.

E.S. ZEBULUN

Level	POW	ARM	DEX	EVA	AGL	EATK	EDEF	HP	EP
21	234	234	36	41	9	300	348	9354	52
30	303	292	45	50	9	379	434	12559	61
40	370	348	55	60	9	455	517	15656	71
50	426	396	65	70	9	519	587	18265	81
60	472	435	75	80	9	571	643	20386	90
70	507	465	83	87	9	611	687	22019	92
80	531	486	86	90	9	639	718	23166	95
90	545	496	88	92	9	655	735	23825	97
99	550	500	90	94	9	660	740	24000	99

ANY COPILOT

Command	Attack	Target	Type	Range	Attribute	Effect
◉	Kick	Single	Physical	Short	Strike	—
◉	Archery	Single	Ether	Long	Pierce	—
IA	Archery	Single	Ether	Long	Pierce	—
100 Stock	Rain Arrow	All	Ether	Long	Pierce	—

CHAOS

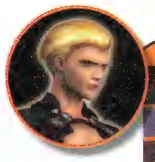
Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Ice Rondo	Single	Physical	Short	Slash/Ice	—
300 Stock	Aird	All	Ether	Long	Beam	—

JIN

Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Golden Bow	Single	Ether	Long	Pierce/Aura	Clear Status Effects
300 Stock	Aird	All	Ether	Long	Beam	—

SHION

Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Starlight Arrow	Single	Ether	Long	Pierce	—
300 Stock	Aird	All	Ether	Long	Beam	—



ZIGGY

Charge	Attack	Target	Type	Range	Attribute	Effect
200 Stock	Power Kick	Single	Physical	Short	Strike/Fire	—
300 Stock	Aird	All	Ether	Long	Beam	—
300 Stock	Meteor Blast	Single	Ether	Long	Fire	—

A.M.W.S. DATA

ITEMS AND ACCESSORIES

A.M.W.S. usable items are utilized in the same manner as normal items for regular characters. Accessories are equipped using the Status screen while inside an A.M.W.S. Note that each unit is capable of equipping three accessories at one time.

USABLE ITEMS

Item	Effect	Sell Price
Nano Repair A	Recover 25% of MAX HP and EP	400G
Nano Repair Z	Recover 50% of MAX HP and EP	1000G
Nano Sphere	Recover all HP and EP of all crafts	600G

ACCESSORIES

Item	Effect	Sell Price
Anti-Beam Armor	Lower beam damage 25%	2000G
Anti-Fire Armor	Lower fire damage 25%	2000G
Anti-Ice Armor	Lower ice damage 25%	2000G
Anti-Thunder Armor	Lower thunder damage 25%	2000G
Auto Recover	Recover 50% HP when incapacitated (once)	500000G
Auxiliary Armor A	Arm +30	400G
Auxiliary Armor B	Arm +40	800G
Charge Boost	Increase charge 25% by using the Stock command	40000G
Charge Clean	Clear all status effects by using the Stock command	100000G
Charge Recover	Recover 5% of maximum HP by using the Stock command	60000G
EF Circuit A	Edef +20	600G
EF Circuit B	Edef +30	1200G
EMAX300	Make maximum charge 300	500000G
G Bind Guard	Bind resistance +25%	4000G
G Blind Guard	Blind resistance +25%	4000G
G Boost Guard	Boost Lock resistance +25%	4000G
G Energy Guard	Charge Down resistance +25%	4000G
G Ether DD Guard	Ether DD resistance +25%	4000G
G Ether PD Guard	Ether PD resistance +25%	4000G
G Heavy Guard	Heavy resistance +25%	4000G
G Lost Guard	Lost resistance +25%	4000G
G Poison Guard	Poison resistance +25%	4000G
G Poison EP Guard	Poison EP resistance +25%	4000G
G Power Charge	Resistance to all status effects +25%	4000G
G Slow Guard	Slow resistance +25%	4000G
G Stun Guard	Stun resistance +25%	4000G
G ST Double	Double duration of status effects	40000G
G Weak Guard	Weak resistance +25%	4000G
Power Shield	Damage reduction +20% when defending	30000G
Quick Charge	EC is charged to 100 at the start of battle	60000G
Tuned Circuit	Agility +1	20000G

ENEMY DATA

The enemies in *Xenosaga EPISODE II* are varied and dangerous, so it's a good idea to check to see what you're up against at all times. Even the most innocent-seeming foe may hide some nasty surprises. Following is an explanation of the various fields in each enemy's data:

1. **HP:** Enemy's maximum health.
2. **Type:** Displays which of the three enemy types the foe belongs to: Biological (B), Mechanical (M), or Gnosis (G). Some Ether skills only have an effect on certain enemy types.
3. **Weak Zone:** You must strike these zones in the given order to "Break" the enemy.
4. **Weak Atk./Weak Atr.:** The attack types that do more damage to the given foe. More detailed information about weaknesses is found in the last row of statistics.
5. **EXP/Skill Points/Class Points:** Base points received after defeating the enemy.
6. **Normal Drop/Rare Drop:** One out of the two items that may drop after the enemy is defeated. These items can also be stolen from the enemy using the "Psycho Pocket" Ether skill, or "Pocket Rare" Ether Combo.
7. **Found:** The location(s) where the enemy may be found. Some enemies (for example, bosses) are only found in a certain location at one given time.
8. **STR:** Determines physical attack strength.
9. **VIT:** Determines defense against Physical attacks.
10. **EATK:** Determines Ether attack strength.
11. **EDEF:** Determines defense against Ether attacks.
12. **DEX:** Determines hit probability.
13. **EVA:** Determines ability to evade attacks.
14. **AGL:** Determines turn order and speed.
15. **Beam/Aura/etc.:** The number for each is the percent damage that the enemy takes for the given attack type. An Aura number of 200 means that the enemy takes twice as much damage from Aura attacks as normal, while an Ice number of -100 means that the enemy absorbs the attack and regains HP instead of losing them when attacked by Ice.

AI APAEC

HP	Type
8160	G

EXP	Skill Points	Class Points
6400	72	0

Normal Drop	Rare Drop	Found
Med Kit M	Med Kit L	Factory, Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
74	30	42	12	55	48	6

200	100	300	75	75	100	100	100

Weak Zone	BB
Weak Atk.	Ether
Weak Atr.	Beam/Thunder

ANATHEMA

HP	Type
9600	M

EXP	Skill Points	Class Points
2820	0	0

Normal Drop	Rare Drop	Found
Junked Circuit	G Ether DD Guard	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
320	200	350	320	35	38	7

125	200	125	100	100	100	200	150

Weak Zone	—
Weak Atk.	—
Weak Atr.	Be/Au/Th/Sl/St

AIAKOS

HP	Type
5440	G

EXP	Skill Points	Class Points
4600	180	0

Normal Drop	Rare Drop	Found
Antidote L	Skill Upgrade B	Factory, Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
40	15	70	15	62	42	7

250	-100	100	200	-100	150	150	100

Weak Zone	CC
Weak Atk.	—
Weak Atr.	Beam/Fire/ Pierce/Slash

ANATHEMA OFFICER

HP	Type
9600	M

EXP	Skill Points	Class Points
3680	0	0

Normal Drop	Rare Drop	Found
G Heavy Guard	G Boost Guard	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
350	200	400	320	35	38	9

125	200	125	100	100	100	200	150

Weak Zone	—
Weak Atk.	Physical
Weak Atr.	Be/Au/Th/Sl/St

ALBEDO (1)

HP	Type
7680	B

EXP	Skill Points	Class Points
21000	1200	750

Normal Drop	Rare Drop	Found
Skill Upgrade E	Awakening I	SC Domain (Winter)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
65	50	53	48	40	99	12

75	50	50	125	50	175	150	100

Weak Zone	BCCB
Weak Atk.	—
Weak Atr.	Fire/Pierce/ Slash

ARMAROS

HP	Type
10400	G

EXP	Skill Points	Class Points
7600	120	0

Normal Drop	Rare Drop	Found
Revive S	Skill Upgrade C	Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
98	38	88	20	78	70	9

100	250	50	50	150	100	75	75

Weak Zone	BC
Weak Atk.	Ether
Weak Atr.	Aura/Ice

ALBEDO (2)

HP	Type
5300	B

EXP	Skill Points	Class Points
0	0	0

Normal Drop	Rare Drop	Found
—	—	Space-Time Anomaly

STR	VIT	EATK	EDEF	DEX	EVA	AGL
10	20	100	34	60	60	10

100	150	100	100	100	100	100	100

Weak Zone	Varies
Weak Atk.	Physical
Weak Atr.	Aura

ARVAKV

HP	Type
22000	G

EXP	Skill Points	Class Points
5000	0	0

Normal Drop	Rare Drop	Found
Nano Repair A	Skill Upgrade C	Desert

STR	VIT	EATK	EDEF	DEX	EVA	AGL
550	300	400	80	42	35	6

50	150	50	100	200	250	100	75

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Aura/Ice/ Pierce

ASHMED BAPUZ

HP	Type
16000	G

Weak Zone	—
Weak Atk.	Physical
Weak Atr.	Beam/Thunder/ Pierce/Slash

EXP	Skill Points	Class Points
6400	0	0

Normal Drop	Rare Drop	Found
Nano Repair A	Class Upgrade B	Desert

STR	VIT	EATK	EDEF	DEX	EVA	AGL
400	250	520	400	60	55	10

125	75	150	100	100	175	250	100

CALX II REVISED

HP	Type
4960	B

Weak Zone	CB
Weak Atk.	—
Weak Atr.	Aura/Thunder

EXP	Skill Points	Class Points
2400	88	0

Normal Drop	Rare Drop	Found
Med Kit S	Antidote H	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
90	30	60	25	38	32	6

50	250	150	50	50	100	100	100

AUTO INTERCEPT POD

HP	Type
1440	M

Weak Zone	—
Weak Atk.	—
Weak Atr.	Beam/Thunder/ Pierce

EXP	Skill Points	Class Points
400	8	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Submerged City

STR	VIT	EATK	EDEF	DEX	EVA	AGL
210	100	220	100	35	35	6

150	100	150	100	100	150	100	100

CARNICOS I

HP	Type
700	M

Weak Zone	CC
Weak Atk.	Ether
Weak Atr.	Beam/Thunder

EXP	Skill Points	Class Points
550	34	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Second Militia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
32	22	1	10	20	15	6

150	100	200	75	50	100	100	100

AZAZEL

HP	Type
12800	G

Weak Zone	AA
Weak Atk.	Physical
Weak Atr.	Beam/Aura/ Pierce

EXP	Skill Points	Class Points
8800	200	0

Normal Drop	Rare Drop	Found
Med Kit M	Ether Kit M	Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
74	15	120	50	60	43	6

150	250	-100	50	-100	200	100	100

CARNICOS II

HP	Type
5120	M

Weak Zone	CC
Weak Atk.	Ether
Weak Atr.	Beam/Thunder

EXP	Skill Points	Class Points
2820	92	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
70	25	1	15	35	25	7

150	50	200	50	50	75	100	100

CALX II PROTOTYPE

HP	Type
3360	B

Weak Zone	CB
Weak Atk.	—
Weak Atr.	Beam/Thunder/ Fire

EXP	Skill Points	Class Points
1920	78	0

Normal Drop	Rare Drop	Found
Med Kit S	Antidote H	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
80	25	50	20	38	32	6

250	100	150	150	50	100	100	100

CATHARSIS

HP	Type
1470	G

Weak Zone	CB
Weak Atk.	Ether
Weak Atr.	Fire

EXP	Skill Points	Class Points
1000	44	0

Normal Drop	Rare Drop	Found
Med Kit S	—	SC Domain (Winter)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
44	30	10	10	28	20	6

100	75	100	200	75	100	100	50

CATHEDRAL (CALL TO ARMS)

HP	Type
32000	M

EXP	Skill Points	Class Points
42000	3000	4800

Normal Drop	Rare Drop	Found
Skill Upgrade E	—	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
100	25	50	10	60	60	8

Weak Zone	BCCB
Weak Atk.	—
Weak Atr.	Be/Au/Th/Fi/Ic

150	150	150	150	150	50	50	50

CATHEDRAL (CRY OF THE RAPTURE)

HP	Type
32000	M

EXP	Skill Points	Class Points
42000	3000	4800

Normal Drop	Rare Drop	Found
Skill Upgrade E	—	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
50	10	100	45	50	50	10

Weak Zone	BBC
Weak Atk.	—
Weak Atr.	Pierce/Slash/ Strike

50	50	50	50	50	150	150	200

CATHEDRAL (WHITE ROBE)

HP	Type
32000	M

EXP	Skill Points	Class Points
42000	3000	4800

Normal Drop	Rare Drop	Found
Skill Upgrade E	—	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
70	40	65	30	50	30	9

Weak Zone	CCCC
Weak Atk.	—
Weak Atr.	Beam

250	100	100	100	100	100	100	100

CERA 6 F

HP	Type
3040	M

EXP	Skill Points	Class Points
960	0	0

Normal Drop	Rare Drop	Found
Scrap Iron	G Stun Guard	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
320	130	120	200	40	50	8

Weak Zone	—
Weak Atk.	—
Weak Atr.	Aura/Pierce

100	150	100	100	100	250	100	100

CERA 6 S

HP	Type
4160	M

EXP	Skill Points	Class Points
1200	0	0

Normal Drop	Rare Drop	Found
Scrap Iron	Auxiliary Armor B	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
360	150	120	200	45	45	8

Weak Zone	—
Weak Atk.	—
Weak Atr.	Aura/Pierce

100	150	100	100	100	250	100	100

CERA 7 F

HP	Type
3520	M

EXP	Skill Points	Class Points
1100	0	0

Normal Drop	Rare Drop	Found
Scrap Iron	Anti-Beam Armor	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
200	140	200	250	25	20	7

Weak Zone	—
Weak Atk.	Physical
Weak Atr.	Aura/Slash/ Strike

100	150	100	100	100	100	250	200

CERA 7 S

HP	Type
4640	M

EXP	Skill Points	Class Points
1320	0	0

Normal Drop	Rare Drop	Found
Scrap Iron	Anti-Beam Armor	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
250	140	200	250	35	30	7

Weak Zone	—
Weak Atk.	Physical
Weak Atr.	Aura/Slash/ Strike

100	150	100	100	100	100	250	150

CREATION TYPE

HP	Type
960	G

EXP	Skill Points	Class Points
900	36	0

Normal Drop	Rare Drop	Found
Ether Pack S	Antidote L	SC Domain (Winter)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
10	10	38	24	34	28	9

Weak Zone	BB
Weak Atk.	Physical
Weak Atr.	Aura/Fire/ Pierce/Slash

75	125	75	200	50	125	125	100

CRESCENS

HP	Type
10400	M

Weak Zone	—
Weak Atk.	Physical
Weak Atr.	Aura/Ice/ Slash/Strike

EXP	Skill Points	Class Points
3800	0	0

Normal Drop	Rare Drop	Found
Ether Core	G Energy Guard	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
300	220	450	350	50	70	8

75	150	100	50	200	100	200	150

E.S. ISSACHAR

HP	Type
30400	M

Weak Zone	—
Weak Atk.	—
Weak Atr.	Aura/Ice/ Pierce/Slash

EXP	Skill Points	Class Points
10000	0	0

Normal Drop	Rare Drop	Found
EMAX300	—	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
420	250	480	320	52	50	8

75	150	50	75	125	150	125	100

DARK ERDE KAISER

HP	Type
192,000	M

Weak Zone	AAAA
Weak Atk.	Ether
Weak Atr.	—

EXP	Skill Points	Class Points
96000	9000	5400

Normal Drop	Rare Drop	Found
Skill Upgrade E	—	Space Coliseum

STR	VIT	EATK	EDEF	DEX	EVA	AGL
200	50	160	22	74	62	7

100	100	100	100	100	100	100	100

E2 HAUSER

HP	Type
320	M

Weak Zone	CC
Weak Atk.	Ether
Weak Atr.	Beam/Thunder

EXP	Skill Points	Class Points
180	32	0

Normal Drop	Rare Drop	Found
Scrap Iron	—	Old Militia 14 Years Ago

STR	VIT	EATK	EDEF	DEX	EVA	AGL
24	6	18	2	6	2	4

150	100	150	75	75	100	100	100

DEION

HP	Type
6560	G

Weak Zone	CB
Weak Atk.	Ether
Weak Atr.	Ice

EXP	Skill Points	Class Points
5200	90	0

Normal Drop	Rare Drop	Found
Ether Pack S	Ether Pack M	Factory, Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
62	22	64	20	68	60	7

100	100	100	75	300	100	100	100

EXECUTUS ARMA

HP	Type
4160	M

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Beam/Thunder/ Pierce

EXP	Skill Points	Class Points
1200	0	0

Normal Drop	Rare Drop	Found
Nano Repair A	EF Circuit A	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
330	180	255	120	35	25	6

150	100	250	100	100	150	100	100

DULLEA SOUL

HP	Type
57600	G

Weak Zone	BCCC
Weak Atk.	—
Weak Atr.	Ice/Pierce

EXP	Skill Points	Class Points
72000	3600	5400

Normal Drop	Rare Drop	Found
Skill Upgrade E	—	Factory

STR	VIT	EATK	EDEF	DEX	EVA	AGL
88	20	90	40	70	64	7

50	100	75	-100	200	150	75	75

EXECUTUS SAGITTA

HP	Type
1760	M

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Beam/Thunder/ Pierce

EXP	Skill Points	Class Points
1800	60	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Second Militia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
80	10	40	5	10	5	5

175	100	200	100	75	250	100	100

EXPRESSION

HP	Type
700	G

EXP	Skill Points	Class Points
680	40	0

Normal Drop	Rare Drop	Found
Antidote L	—	SC Domain (Summer)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
20	10	30	35	35	30	8

100	125	100	150	50	150	150	100

Weak Zone	BB
Weak Atk.	Physical
Weak Atr.	Aura/Fire/ Pierce/Slash

INFECTED U.R.T.V. (1)

HP	Type
480	B

EXP	Skill Points	Class Points
700	32	0

Normal Drop	Rare Drop	Found
—	Skill Upgrade A	SC Domain (Summer)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
42	10	30	20	36	28	10

100	200	300	100	50	100	150	100

Weak Zone	CC
Weak Atk.	—
Weak Atr.	Aura/Thunder/ Slash

GLARE

HP	Type
860	G

EXP	Skill Points	Class Points
840	40	0

Normal Drop	Rare Drop	Found
Antidote L	Antidote H	SC Domain (Winter)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
20	10	36	38	35	30	8

100	125	100	150	50	150	150	100

Weak Zone	BC
Weak Atk.	Physical
Weak Atr.	Aura/Fire/ Pierce/Slash

INFECTED U.R.T.V. (2)

HP	Type
620	B

EXP	Skill Points	Class Points
880	32	0

Normal Drop	Rare Drop	Found
—	Skill Upgrade A	SC Domain (Winter)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
46	10	30	20	36	28	10

100	200	300	75	50	100	150	100

Weak Zone	CC
Weak Atk.	—
Weak Atr.	Aura/Thunder/ Slash

GRIPS SISTER (1)

HP	Type
22400	G

EXP	Skill Points	Class Points
30000	1800	1800

Normal Drop	Rare Drop	Found
Skill Upgrade D	Skill Upgrade E	Old Militia 14 Years Ago

STR	VIT	EATK	EDEF	DEX	EVA	AGL
75	40	90	26	52	44	8

100	250	150	50	100	125	125	125

Weak Zone	BBB
Weak Atk.	Ether
Weak Atr.	Au/Th/Pi/Sl/St

INFORMATION TYPE

HP	Type
660	G

EXP	Skill Points	Class Points
740	36	0

Normal Drop	Rare Drop	Found
Ether Pack S	Antidote L	SC Domain (Summer)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
10	10	34	24	34	28	9

125	75	50	200	125	125	100	100

Weak Zone	BB
Weak Atk.	Physical
Weak Atr.	Beam/Fire/ Ice/Pierce

GRIPS SISTER (2)

HP	Type
22400	G

EXP	Skill Points	Class Points
30000	1800	1800

Normal Drop	Rare Drop	Found
Skill Upgrade D	Skill Upgrade E	Submerged City

STR	VIT	EATK	EDEF	DEX	EVA	AGL
75	40	90	26	52	44	8

100	150	250	50	100	125	125	125

Weak Zone	BBB
Weak Atk.	Ether
Weak Atr.	Au/Th/Pi/Sl/St

INVERSION

HP	Type
49500	M

EXP	Skill Points	Class Points
52000	0	0

Normal Drop	Rare Drop	Found
Auto Recover	—	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
300	220	600	350	70	70	8

-100	125	-100	225	-100	75	75	75

Weak Zone	—
Weak Atk.	Physical
Weak Atr.	Aura/Fire

KAZFA JINA

HP	Type
7200	G

Weak Zone	CBB
Weak Atk.	Ether
Weak Atr.	Aura/Thunder

EXP	Skill Points	Class Points
5600	100	0

Normal Drop	Rare Drop	Found
Med Kit M	Class Upgrade B	Factory, Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
78	25	40	12	72	60	6

75	250	200	75	100	100	100	100

LEVIAT

HP	Type
4800	M

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Beam/Thunder/Fire

EXP	Skill Points	Class Points
1800	0	0

Normal Drop	Rare Drop	Found
Scrap Iron	G Weak Guard	Submerged City

STR	VIT	EATK	EDEF	DEX	EVA	AGL
340	280	200	180	34	30	6

150	100	200	125	-100	50	100	100

KFUGA LILY

HP	Type
600	M

Weak Zone	—
Weak Atk.	—
Weak Atr.	—

EXP	Skill Points	Class Points
420	0	0

Normal Drop	Rare Drop	Found
Nano Repair A	—	Old Miltia 14 Years Ago

STR	VIT	EATK	EDEF	DEX	EVA	AGL
260	50	220	30	50	40	7

100	100	100	100	100	100	100	100

LEVIAT OFFICER

HP	Type
6800	M

Weak Zone	—
Weak Atk.	—
Weak Atr.	Beam/Thunder/Fire

EXP	Skill Points	Class Points
1680	0	0

Normal Drop	Rare Drop	Found
Scrap Iron	EF Circuit B	Submerged City

STR	VIT	EATK	EDEF	DEX	EVA	AGL
380	220	200	220	50	55	8

150	100	200	125	-100	50	100	100

KFUGA VALY

HP	Type
2240	M

Weak Zone	—
Weak Atk.	Physical
Weak Atr.	Slash/Strike

EXP	Skill Points	Class Points
900	0	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Submerged City

STR	VIT	EATK	EDEF	DEX	EVA	AGL
100	120	260	300	50	40	11

100	100	100	100	100	100	150	150

MAD SKELTER

HP	Type
47000 (varies slightly)	B

Weak Zone	CBCB
Weak Atk.	—
Weak Atr.	Beam/Fire/Slash

EXP	Skill Points	Class Points
76000	4200	5400

Normal Drop	Rare Drop	Found
Skill Upgrade E	—	Heaven's Ruins (after Dark Erde Kaiser)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
—	—	—	—	—	—	19

250	-100	-100	150	75	100	150	100

LEVEL 4

HP	Type
5760	B

Weak Zone	CCBB
Weak Atk.	Physical
Weak Atr.	Aura/Thunder/Pierce/Slash

EXP	Skill Points	Class Points
15000	900	600

Normal Drop	Rare Drop	Found
Ether Pack DX	Skill Upgrade E	SC Domain (Summer)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
52	12	42	38	40	30	11

75	150	200	50	50	150	300	100

MARANATHA

HP	Type
8160	M

Weak Zone	—
Weak Atk.	—
Weak Atr.	Beam/Aura/Thunder

EXP	Skill Points	Class Points
3280	0	0

Normal Drop	Rare Drop	Found
Junked Circuit	G Blind Guard	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
350	260	300	200	52	48	9

125	125	200	100	100	100	100	100

MARGULIS (1)

HP	Type
1000	B

Weak Zone	CB
Weak Atk.	Physical
Weak Atr.	Ice/Slash

EXP	Skill Points	Class Points
2500	150	400

Normal Drop	Rare Drop	Found
Revive DX	Skill Upgrade E	Old Miltia 14 Years Ago

STR	VIT	EATK	EDEF	DEX	EVA	AGL
24	11	34	18	23	0	10

100	100	75	75	150	100	110	100

NECESSITY

HP	Type
1280	G

Weak Zone	BC
Weak Atk.	Ether
Weak Atr.	Ice

EXP	Skill Points	Class Points
760	44	0

Normal Drop	Rare Drop	Found
Med Kit S	—	SC Domain (Summer)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
40	30	10	10	28	20	6

100	75	100	75	200	100	100	50

MARGULIS (2)

HP	Type
20800	B

Weak Zone	CBCH
Weak Atk.	Ether
Weak Atr.	Beam/Pierce

EXP	Skill Points	Class Points
36000	2400	2400

Normal Drop	Rare Drop	Found
Skill Upgrade E	Awakening III	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
100	27	110	38	60	64	10

150	75	50	25	100	150	100	100

NEPOS RIGAS

HP	Type
59000	G

Weak Zone	CBCC
Weak Atk.	Ether
Weak Atr.	Beam/Aura

EXP	Skill Points	Class Points
64000	4800	5400

Normal Drop	Rare Drop	Found
Skill Upgrade E	—	Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
110	40	140	32	84	64	10

250	150	50	100	100	75	100	100

MARGULIS (SHADOW)

HP	Type
650 (20800 max)	B

Weak Zone	CBCB
Weak Atk.	—
Weak Atr.	Aura

EXP	Skill Points	Class Points
36000	2400	2400

Normal Drop	Rare Drop	Found
Skill Upgrade E	Awakening III	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
100	27	90	38	60	64	8

-300	150	-225	-150	-275	-275	-275	-275

NOVA

HP	Type
14400	M

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Aura/Fire/ Strike

EXP	Skill Points	Class Points
4200	0	0

Normal Drop	Rare Drop	Found
Ether Core	Anti-Ice Armor	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
450	300	380	220	44	42	6

75	150	100	200	50	100	100	125

NAGLFAR CANNONS

HP	Type
35200	M

Weak Zone	—
Weak Atk.	—
Weak Atr	Be/Au/Th/Fi/ Ic/Pi/SI/St

EXP	Skill Points	Class Points
15000	0	0

Normal Drop	Rare Drop	Found
Charge Clean	EMAX300	Submerged City

STR	VIT	EATK	EDEF	DEX	EVA	AGL
400	50	500	50	40	0	0

125	125	200	125	125	125	125	125

O-78 GRISLY

HP	Type
480	M

Weak Zone	CB
Weak Atk.	Ether
Weak Atr.	Beam/Thunder/ Strike

EXP	Skill Points	Class Points
360	34	0

Normal Drop	Rare Drop	Found
Scrap Iron	—	Second Miltia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
30	10	28	4	20	5	6

150	100	200	75	75	100	100	120

O-78 GRISLY 2 (1)

HP	Type
3520	M

EXP	Skill Points	Class Points
1920	74	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
48	28	50	15	45	42	7

150	100	200	50	50	100	100	120

Weak Zone	CB
Weak Atk.	Ether
Weak Atr.	Beam/Thunder/Strike

O-78 GRISLY 2 (2)

HP	Type
4400	M

EXP	Skill Points	Class Points
2700	84	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
68	20	75	15	42	40	6

150	100	200	50	50	100	100	120

Weak Zone	CB
Weak Atk.	Ether
Weak Atr.	Beam/Thunder/Strike

O-88 DELPHINUS

HP	Type
17600	M

EXP	Skill Points	Class Points
4000	0	0

Normal Drop	Rare Drop	Found
Junked Circuit	G Power Charge	Submerged City

STR	VIT	EATK	EDEF	DEX	EVA	AGL
420	220	320	320	40	40	7

-100	150	-100	-100	100	100	150	100

Weak Zone	—
Weak Atk.	Physical
Weak Atr.	Aura/Slash

O-88 LIBRA

HP	Type
3360	M

EXP	Skill Points	Class Points
5800	450	600

Normal Drop	Rare Drop	Found
Auxiliary Armor B	G ST Double	Second Militia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
40	24	42	10	20	18	7

100	100	250	75	50	150	100	100

Weak Zone	AA
Weak Atk.	Ether
Weak Atr.	Thunder/Pierce

OKYPETE

HP	Type
4720	G

EXP	Skill Points	Class Points
4200	80	0

Normal Drop	Rare Drop	Found
Bio Sphere	Antidote H	Factory, Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
35	15	52	18	58	52	9

200	100	-100	250	50	150	100	100

Weak Zone	BB
Weak Atk.	—
Weak Atr.	Beam/Fire/Pierce

ORGULLA (MANES)

HP	Type
18000	B

EXP	Skill Points	Class Points
27000	1800	3600

Normal Drop	Rare Drop	Found
Skill Upgrade E	—	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
86	25	60	35	54	42	8

100	100	100	200	50	135	75	50

Weak Zone	CBB
Weak Atk.	Physical
Weak Atr.	Fire/Pierce

ORGULLA (NORMAL)

HP	Type
18000	B

EXP	Skill Points	Class Points
27000	1800	1800

Normal Drop	Rare Drop	Found
Skill Upgrade E	Awakening II	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
72	35	80	25	54	50	16

100	100	150	100	100	50	75	135

Weak Zone	BCBB
Weak Atk.	Ether
Weak Atr.	Thunder/Strike

ORMUS KNIGHT A

HP	Type
3600	B

EXP	Skill Points	Class Points
3000	80	0

Normal Drop	Rare Drop	Found
Med Kit S	Bio Sphere	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
58	24	45	35	52	45	8

75	50	50	200	75	150	50	100

Weak Zone	BB
Weak Atk.	—
Weak Atr.	Fire/Pierce

ORMUS KNIGHT B

HP	Type
3840	B

EXP	Skill Points	Class Points
3180	88	0

Normal Drop	Rare Drop	Found
Ether Pack S	Revive S	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
62	24	50	35	48	40	7

150	50	200	100	75	50	150	100

Weak Zone	BC
Weak Atk.	—
Weak Atr.	Beam/Thunder/Slash

P.S.S. - A

HP	Type
2880	B

EXP	Skill Points	Class Points
1540	64	0

Normal Drop	Rare Drop	Found
Bio Sphere	Skill Upgrade A	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
55	35	45	10	34	22	4

250	50	200	75	50	75	100	100

Weak Zone	—
Weak Atk.	—
Weak Atr.	Beam/Thunder

ORTU RIA HINS

HP	Type
14400	M

EXP	Skill Points	Class Points
9000	140	0

Normal Drop	Rare Drop	Found
Ether Core	—	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
110	40	40	15	35	25	6

200	150	150	300	50	150	75	75

Weak Zone	AAA
Weak Atk.	Ether
Weak Atr.	Be/Au/Th/Fi/Pi

P.S.S. - B

HP	Type
320	B

EXP	Skill Points	Class Points
320	24	0

Normal Drop	Rare Drop	Found
Ether Pack S	—	Second Miltia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
20	7	20	14	20	15	6

100	200	100	125	75	100	100	100

Weak Zone	BC
Weak Atk.	—
Weak Atr.	Aura/Fire

ORTU RIA KUFLI

HP	Type
12000	M

EXP	Skill Points	Class Points
7000	120	0

Normal Drop	Rare Drop	Found
Ether Core	—	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
95	30	60	25	50	50	8

200	150	300	100	50	100	150	100

Weak Zone	CBAA
Weak Atk.	—
Weak Atr.	Beam/Aura/Thunder/Slash

P.S.S. - B2 (1)

HP	Type
1800	B

EXP	Skill Points	Class Points
1300	54	0

Normal Drop	Rare Drop	Found
Ether Pack S	—	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
36	22	25	30	32	25	6

100	200	100	150	75	100	200	100

Weak Zone	BC
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

ORTU RIA LUKIA

HP	Type
9600	M

EXP	Skill Points	Class Points
5000	100	0

Normal Drop	Rare Drop	Found
Ether Core	—	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
75	25	90	40	60	55	9

50	150	50	100	300	100	100	150

Weak Zone	BCBC
Weak Atk.	Physical
Weak Atr.	Aura/Ice/Strike

P.S.S. - B2 (2)

HP	Type
2720	B

EXP	Skill Points	Class Points
1700	54	0

Normal Drop	Rare Drop	Found
Ether Pack S	—	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
36	22	25	30	32	25	6

100	150	100	150	75	100	200	100

Weak Zone	BC
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

P.S.S. - C (1)

HP	Type
1580	B

EXP	Skill Points	Class Points
1400	60	0

Normal Drop	Rare Drop	Found
Med Kit S	Revive S	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
35	20	30	30	40	35	7

Weak Zone	CB
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

100	200	100	150	75	100	200	100

P.S.S. - P2 (1)

HP	Type
1420	B

EXP	Skill Points	Class Points
1240	50	0

Normal Drop	Rare Drop	Found
Med Kit S	—	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
35	20	30	30	40	35	7

Weak Zone	BB
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

100	200	100	150	75	100	200	100

P.S.S. - C (2)

HP	Type
3120	B

EXP	Skill Points	Class Points
1940	60	0

Normal Drop	Rare Drop	Found
Med Kit S	Revive S	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
37	20	30	30	44	38	7

Weak Zone	CB
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

75	150	75	150	75	100	200	100

P.S.S. - P2 (2)

HP	Type
2040	B

EXP	Skill Points	Class Points
1600	50	0

Normal Drop	Rare Drop	Found
Med Kit S	—	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
35	20	30	30	40	35	7

Weak Zone	BB
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

100	150	100	150	75	100	200	100

P.S.S. - F

HP	Type
2400	B

EXP	Skill Points	Class Points
1860	64	0

Normal Drop	Rare Drop	Found
Ether Pack S	Class Upgrade A	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
40	25	25	25	48	38	8

Weak Zone	BC
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

75	150	75	150	75	100	125	100

P.S.S. - S

HP	Type
2400	B

EXP	Skill Points	Class Points
1780	60	0

Normal Drop	Rare Drop	Found
Med Kit S	Bio Sphere	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
37	20	30	30	40	32	6

Weak Zone	CC
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

100	150	100	150	75	100	200	100

P.S.S. - P

HP	Type
250	B

EXP	Skill Points	Class Points
260	22	0

Normal Drop	Rare Drop	Found
Med Kit S	—	Second Miltia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
20	5	20	14	20	25	7

Weak Zone	BB
Weak Atk.	—
Weak Atr.	Aura/Fire

100	200	100	125	75	100	100	100

PATRIARCH

HP	Type
21600	B

EXP	Skill Points	Class Points
72000	6000	5400

Normal Drop	Rare Drop	Found
Skill Upgrade E	Awakening IV	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
75	20	100	50	50	55	8

Weak Zone	BCBB
Weak Atk.	Physical
Weak Atr.	Pierce/Slash/ Strike

50	100	50	50	50	200	175	150

PATRIARCH (2)

HP	Type
32400	B

Weak Zone	BCC
Weak Atk.	Physical
Weak Atr.	Pierce/Slash/Strike

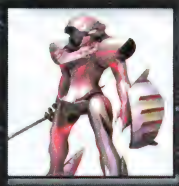
EXP	Skill Points	Class Points
72900	6000	5400

Normal Drop	Rare Drop	Found
Skill Upgrade E	Awakening IV	Omega System

STR	VIT	EATK	EDEF	DEX	EVA	AGL
75	20	100	50	50	55	8

50	100	50	50	50	200	175	150

PILUM (2)



HP	Type
17700	M

Weak Zone	—
Weak Atk.	Physical
Weak Atr.	Pierce/Strike

EXP	Skill Points	Class Points
4000	0	0

Normal Drop	Rare Drop	Found
Anti-Thunder Armor	Tuned Circuit	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
320	180	380	320	48	50	9

100	100	100	100	100	125	100	115

PERUN

HP	Type
22400	G

Weak Zone	CBB
Weak Atk.	—
Weak Atr.	Beam/Aura

EXP	Skill Points	Class Points
30000	1200	0

Normal Drop	Rare Drop	Found
Rejuvenator M	Skill Upgrade D	Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
85	20	70	45	70	72	12

150	200	-100	100	100	85	85	85

PROTO OMEGA

HP	Type
N/A	N/A

Weak Zone	N/A
Weak Atk.	N/A
Weak Atr.	N/A

EXP	Skill Points	Class Points
N/A	N/A	N/A

Normal Drop	Rare Drop	Found
N/A	N/A	N/A

STR	VIT	EATK	EDEF	DEX	EVA	AGL
200	—	200	—	99	—	1

N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

PIERCING SCREAM

HP	Type
1130	G

Weak Zone	ABB
Weak Atk.	Physical
Weak Atr.	Aura/Thunder/Pierce

EXP	Skill Points	Class Points
1080	42	0

Normal Drop	Rare Drop	Found
Med Kit S	Revive S	SC Domain (Winter)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
30	10	36	30	30	20	7

100	125	200	100	100	125	100	75

REVISED CARNICOS I

HP	Type
3840	M

Weak Zone	CC
Weak Atk.	Ether
Weak Atr.	Beam/Thunder

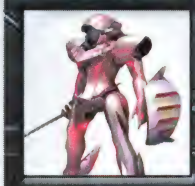
EXP	Skill Points	Class Points
2120	70	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
55	35	1	15	38	35	7

150	50	200	50	50	75	100	100

PILUM (1)



HP	Type
3360	M

Weak Zone	—
Weak Atk.	Physical
Weak Atr.	Beam/Aura/Thunder/Pierce

EXP	Skill Points	Class Points
6200	400	450

Normal Drop	Rare Drop	Found
EF Circuit B	Tuned Circuit	Second Militia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
40	16	35	22	30	12	5

125	200	150	75	75	200	100	100

REVISED E2 HAUSER

HP	Type
440	M

Weak Zone	CC
Weak Atk.	Ether
Weak Atr.	Beam/Thunder

EXP	Skill Points	Class Points
300	32	0

Normal Drop	Rare Drop	Found
Scrap Iron	—	Second Militia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
24	6	24	4	12	2	5

150	100	150	75	75	100	100	100

REVISED TESTUD

HP	Type
2640	M

Weak Zone	CC
Weak Atk.	Ether
Weak Atr.	Beam/Thunder

EXP	Skill Points	Class Points
1900	78	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
42	25	1	15	42	40	10

200	75	150	75	75	100	100	100

SCUTUM (1)

HP	Type
4300	M

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Beam/Aura/ Thunder/Pierce

EXP	Skill Points	Class Points
6800	500	150

Normal Drop	Rare Drop	Found
Auxiliary Armor B	Charge Boost	Second Militia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
50	24	22	5	20	8	4

125	200	150	75	75	200	100	100

ROD BLONDEL

HP	Type
17500	G

Weak Zone	BBC
Weak Atk.	—
Weak Atr.	Beam/Aura/Fire

EXP	Skill Points	Class Points
24000	1200	1200

Normal Drop	Rare Drop	Found
Skill Upgrade D	Skill Upgrade E	Old Militia 14 Years Ago

STR	VIT	EATK	EDEF	DEX	EVA	AGL
80	18	62	24	45	42	9

150	250	100	150	50	100	100	100

SCUTUM (2)

HP	Type
19200	M

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Beam/Aura/ Thunder

EXP	Skill Points	Class Points
5000	0	0

Normal Drop	Rare Drop	Found
Anti-Fire Armor	Charge Boost	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
500	300	300	220	30	25	5

150	200	150	50	100	100	100	100

ROTUS T1 MK II

HP	Type
880	M

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Beam/Thunder

EXP	Skill Points	Class Points
580	38	0

Normal Drop	Rare Drop	Found
Bio Sphere	Class Upgrade A	Second Militia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
32	12	1	5	15	10	3

250	50	200	50	50	100	100	100

STOLE MARINE

HP	Type
1500	M

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Strike

EXP	Skill Points	Class Points
700	0	0

Normal Drop	Rare Drop	Found
Nano Repair A	Auxiliary Armor A	Old Militia 14 Years Ago

STR	VIT	EATK	EDEF	DEX	EVA	AGL
300	120	230	95	24	20	5

100	100	100	100	100	100	100	150

SCARABEILLE

HP	Type
96000	M

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Beam/Aura/ Fire/Strike

EXP	Skill Points	Class Points
68000	0	0

Normal Drop	Rare Drop	Found
Skill Upgrade E	—	Desert

STR	VIT	EATK	EDEF	DEX	EVA	AGL
800	300	720	150	64	48	9

250	150	180	250	75	75	100	150

STRIBOG

HP	Type
22400	G

Weak Zone	CCB
Weak Atk.	—
Weak Atr.	Fire

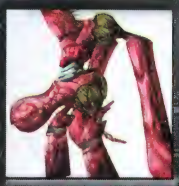
EXP	Skill Points	Class Points
30001	1200	0

Normal Drop	Rare Drop	Found
Rejuvenator M	Skill Upgrade D	Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
85	20	70	45	70	72	9

100	100	100	150	-100	85	85	85

SVAROZIC



HP	Type
22400	G

Weak Zone	BCB
Weak Atk.	Physical
Weak Atr.	Au/Th/Ice/ Pi/Sl/St

EXP	Skill Points	Class Points
30000	1200	0

Normal Drop	Rare Drop	Found
Rejuvenator M	Skill Upgrade D	Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
85	20	70	45	70	62	8

100	150	150	-200	250	125	125	125

TESTUD

HP	Type
450	M

Weak Zone	CC
Weak Atk.	—
Weak Atr.	Beam/Thunder/ Pierce

EXP	Skill Points	Class Points
460	32	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Second Miltia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
27	15	1	10	25	10	6

200	100	150	75	75	150	100	100

U-TIC SOLDIER A (1)

HP	Type
110	B

Weak Zone	BB
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

EXP	Skill Points	Class Points
80	20	0

Normal Drop	Rare Drop	Found
Med Kit S	—	Old Miltia 14 Years Ago

STR	VIT	EATK	EDEF	DEX	EVA	AGL
13	2	15	4	10	15	7

100	150	100	150	100	100	150	100

U-TIC SOLDIER A (2)

HP	Type
170	B

Weak Zone	BB
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

EXP	Skill Points	Class Points
200	20	0

Normal Drop	Rare Drop	Found
Med Kit S	—	Second Miltia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
18	5	10	10	20	20	7

100	200	100	150	100	100	150	100

U-TIC SOLDIER B (1)

HP	Type
140	B

Weak Zone	CB
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

EXP	Skill Points	Class Points
100	22	0

Normal Drop	Rare Drop	Found
Ether Pack S	—	Old Miltia 14 Years Ago

STR	VIT	EATK	EDEF	DEX	EVA	AGL
14	2	15	4	4	8	5

100	150	100	150	100	100	150	100

U-TIC SOLDIER B (2)

HP	Type
200	B

Weak Zone	CB
Weak Atk.	—
Weak Atr.	Aura/Fire/Slash

EXP	Skill Points	Class Points
220	22	0

Normal Drop	Rare Drop	Found
Ether Pack S	—	Second Miltia

STR	VIT	EATK	EDEF	DEX	EVA	AGL
16	5	15	10	15	12	6

100	200	100	150	100	100	150	100

VACILLATION

HP	Type
900	G

Weak Zone	ABB
Weak Atk.	Physical
Weak Atr.	Aura/Thunder/ Pierce

EXP	Skill Points	Class Points
820	42	0

Normal Drop	Rare Drop	Found
Med Kit S	Revive S	SC Domain (Summer)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
30	10	32	30	30	20	7

100	125	200	100	100	125	100	75

VIVE II PROTOTYPE

HP	Type
2560	B

Weak Zone	BB
Weak Atk.	Physical
Weak Atr.	Aura/Ice/ Pierce/ Slash

EXP	Skill Points	Class Points
1760	72	0

Normal Drop	Rare Drop	Found
Ether Pack S	Antidote L	Ormus Stronghold

STR	VIT	EATK	EDEF	DEX	EVA	AGL
60	20	55	40	40	42	8

50	150	50	50	250	150	200	100

VIVE II REVISED

HP	Type
4160	B

EXP	Skill Points	Class Points
2200	82	0

Normal Drop	Rare Drop	Found
Ether Pack S	Antidote L	Labyrinthos

STR	VIT	EATK	EDEF	DEX	EVA	AGL
65	22	60	43	40	42	8

Weak Zone	BB
Weak Atk.	Physical
Weak Atr.	Aura/Fire/ Pierce/Slash

50	150	50	200	100	150	200	100

WRAITH FEELER

HP	Type
2400	G

EXP	Skill Points	Class Points
1500	70	60

Normal Drop	Rare Drop	Found
—	—	Water Tank B

STR	VIT	EATK	EDEF	DEX	EVA	AGL
47	10	43	15	50	1	7

Weak Zone	—
Weak Atk.	—
Weak Atr.	Beam/Thunder/ Fire/Slash

200	100	150	300	-100	100	150	75

VSS EMISSIVE

HP	Type
1340	M

EXP	Skill Points	Class Points
880	44	15

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Dämmerung

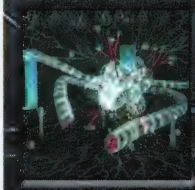
STR	VIT	EATK	EDEF	DEX	EVA	AGL
30	24	20	10	20	10	6

Weak Zone	CB
Weak Atk.	Ether
Weak Atr.	Beam/Thunder

200	50	400	50	50	75	100	100

WRAITH VIRUS

HP	Type
25600	G



EXP	Skill Points	Class Points
30000	2700	3000

Normal Drop	Rare Drop	Found
Skill Upgrade D	Skill Upgrade E	Water Tank B

STR	VIT	EATK	EDEF	DEX	EVA	AGL
105	25	72	30	45	1	6

Weak Zone	—
Weak Atk.	—
Weak Atr.	Beam/Thunder/ Fire/Pierce

200	100	150	300	-100	150	100	50

VSS FRESNEL

HP	Type
2720	M

EXP	Skill Points	Class Points
1180	48	15

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Dämmerung

STR	VIT	EATK	EDEF	DEX	EVA	AGL
52	32	20	10	20	10	4

Weak Zone	BB
Weak Atk.	Ether
Weak Atr.	Beam/Thunder

200	50	400	50	50	75	100	100

YACUD CANNON

HP	Type
2600	M

EXP	Skill Points	Class Points
820	0	0

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Ormus Stronghold

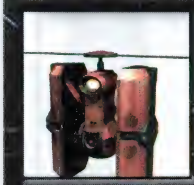
STR	VIT	EATK	EDEF	DEX	EVA	AGL
50	90	155	50	30	40	11

Weak Zone	—
Weak Atk.	—
Weak Atr.	Beam/Thunder/ Pierce

150	100	150	100	100	150	100	100

VSS RAYLEIGH

HP	Type
360	M



EXP	Skill Points	Class Points
800	40	15

Normal Drop	Rare Drop	Found
Scrap Iron	Junked Circuit	Dämmerung

STR	VIT	EATK	EDEF	DEX	EVA	AGL
15	20	45	10	40	35	9

Weak Zone	—
Weak Atk.	Ether
Weak Atr.	Beam/Thunder/ Pierce

200	75	400	75	75	125	100	100

ZWERG KAPE

HP	Type
4160	G

EXP	Skill Points	Class Points
2400	180	0

Normal Drop	Rare Drop	Found
Ether Pack M	Skill Upgrade C	Heaven's Ruins

STR	VIT	EATK	EDEF	DEX	EVA	AGL
60	5	120	40	72	70	8

Weak Zone	CC
Weak Atk.	Physical
Weak Atr.	Be/Fi/Pi/Sl/St

250	50	100	175	-100	150	150	125

EXTRA BOSS #1

HP	Type
55555	G

EXP	Skill Points	Class Points
45000	4000	6800

Normal Drop	Rare Drop	Found
EMAX300	Auto Recover	Dämmerung (after loading game clear data)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
N/A	N/A	N/A	N/A	N/A	N/A	N/A

Weak Zone	CBBC
Weak Atk.	Ether
Weak Atr.	Beam/Aura/ Slash

N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EXTRA BOSS #2

HP	Type
99999	G

EXP	Skill Points	Class Points
99999	9999	9999

Normal Drop	Rare Drop	Found
EMAX300	Auto Recover	Old Miltia 14 Years Ago (After Dark Erde Kaiser)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
N/A	N/A	N/A	N/A	N/A	N/A	N/A

Weak Zone	BCBC
Weak Atk.	—
Weak Atr.	Ice/Pierce/ Strike

N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EXTRA BOSS #3

HP	Type
200000	M

EXP	Skill Points	Class Points
99999	0	0

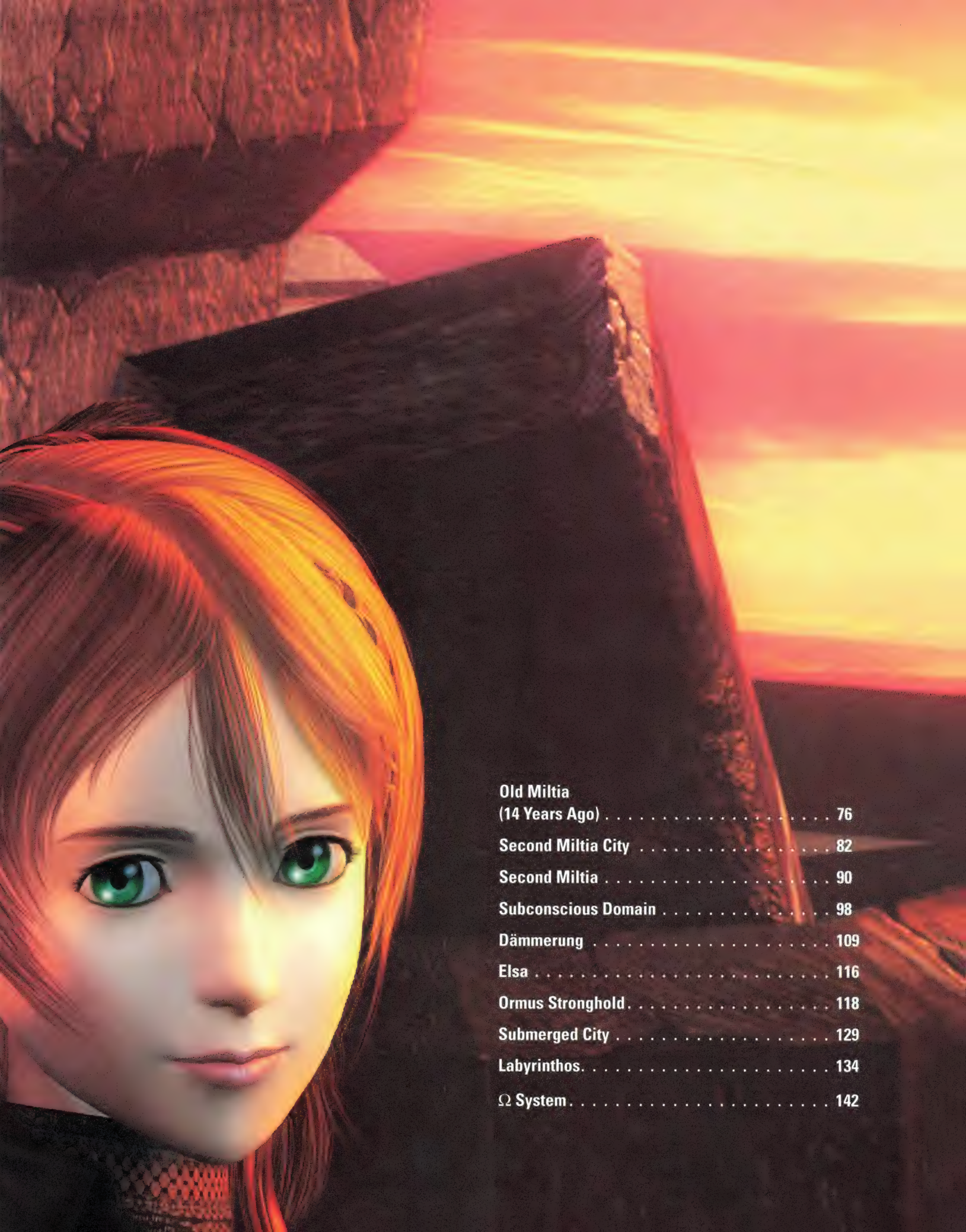
Normal Drop	Rare Drop	Found
EMAX300	Auto Recover	Desert (after Dark Erde Kaiser)

STR	VIT	EATK	EDEF	DEX	EVA	AGL
N/A	N/A	N/A	N/A	N/A	N/A	N/A

Weak Zone	—
Weak Atk.	—
Weak Atr.	Aura/Pierce/ Slash/Strike

N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

ENEMY DATA



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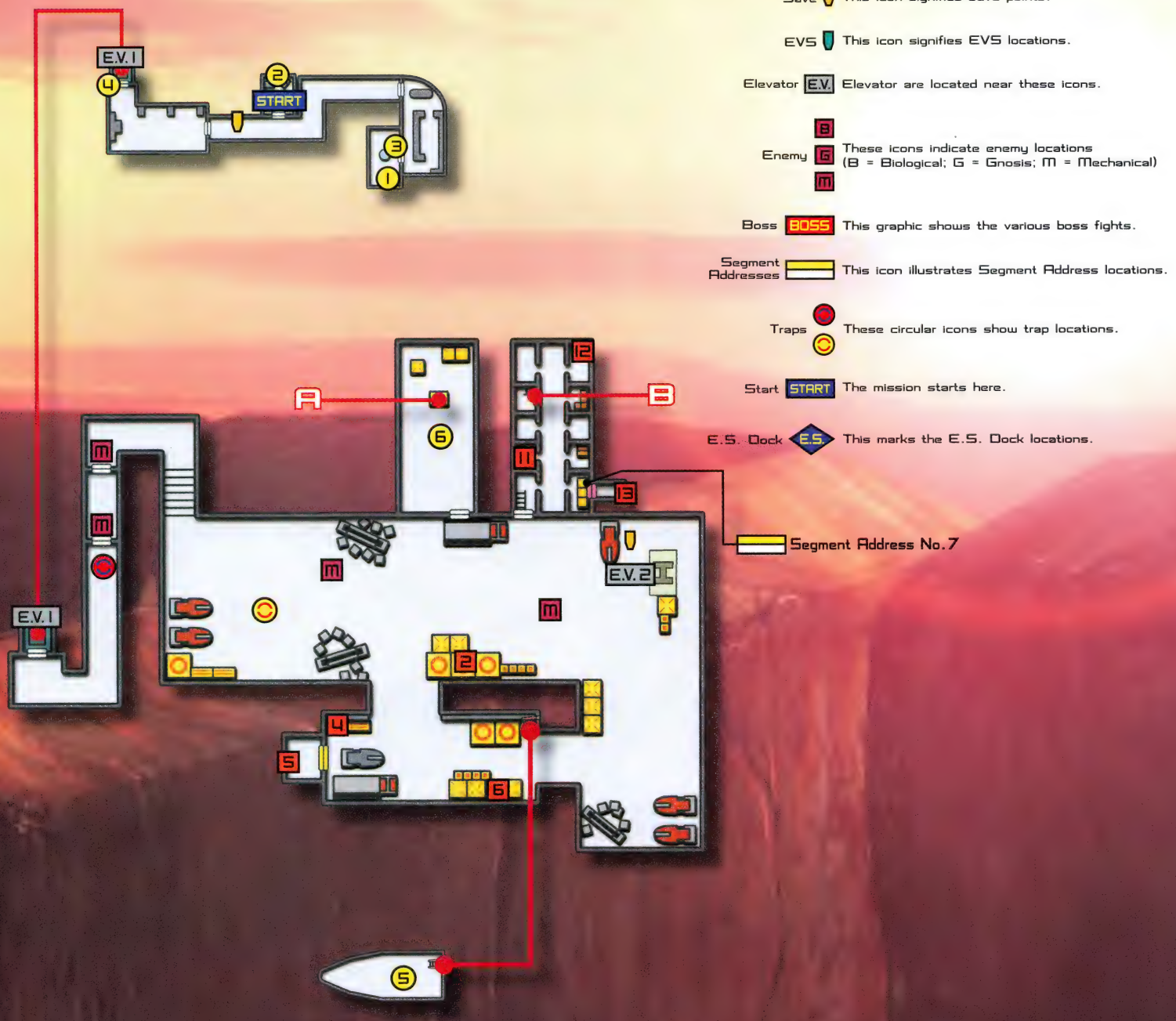
USING THE WALKTHROUGH & MAPS

The text in the walkthrough takes the player through every area of the game and describes the essentials that are needed to progress through the game's incredible storyline. There are lots of tips and hints, along with detailed boss tactics, that provide a subtle push in the right direction.

In addition, there are plenty of maps to illustrate each area. The maps point out items, Segment Addresses, boss encounters, and basically anything of importance that the player should be aware of. A legend of the callouts follows below:



Objective (1) — These numbers correspond to the objectives at the start of each area.

Item (1) — These numbers relate to the item lists that appear at the start of each area.

Save — This icon signifies save points.

EVS — This icon signifies EVS locations.

Elevator E.V. — Elevator are located near these icons.

Enemy B G M — These icons indicate enemy locations (B = Biological; G = Gnosis; M = Mechanical)

Boss BOSS — This graphic shows the various boss fights.

Segment Addresses — This icon illustrates Segment Address locations.

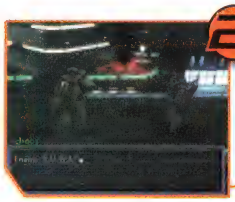
Traps — These circular icons show trap locations.

Start START — The mission starts here.

E.S. Dock E.S. — This marks the E.S. Dock locations.

OLD MILTIA (14 YEARS AGO)

1 Complete destructible object tutorial.



2 Enter the A.M.W.S. combat tutorial.

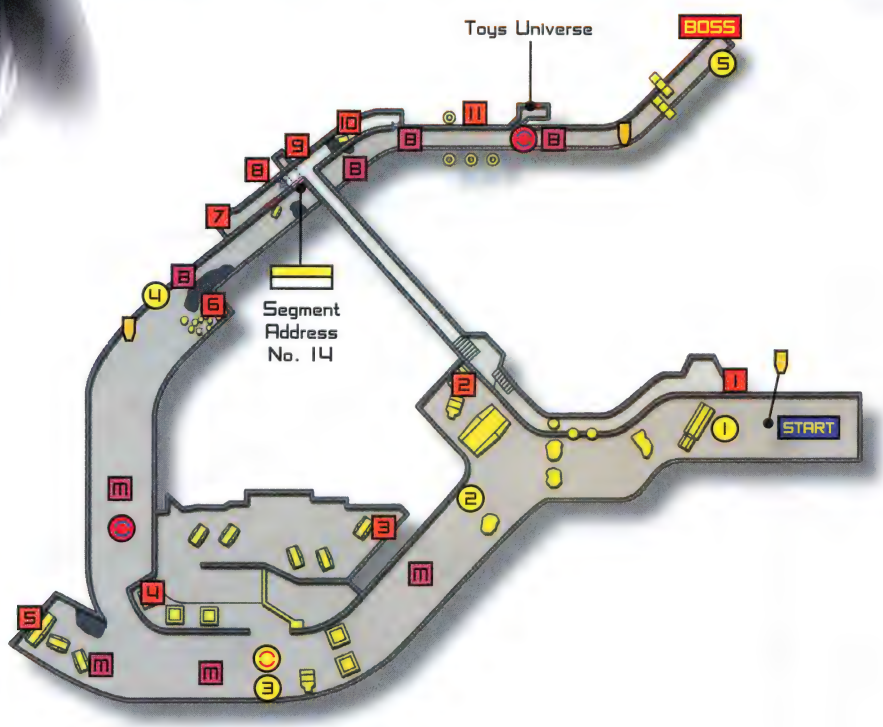
3 Review the trap tutorial.

4 Survive the character combat tutorials.

5 Defeat Margulis.

ENEMY DATA

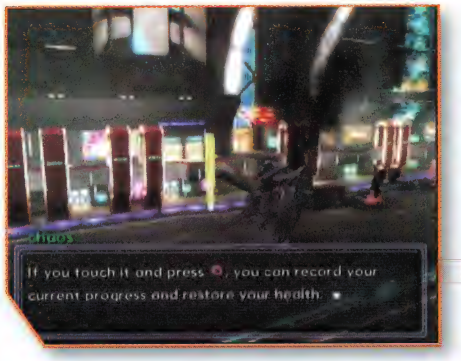
NAME	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Stole Marine	Mech	—	—	—	1500	700	—	—	Nano Repair A	Auxiliary Armor A
Kfuga Lily	Mech	—	—	—	600	420	—	—	Nano Repair A	—
U-TIC Soldier A	Bio	B B	—	Au/Fi/Sl	110	80	20	—	Med Kit S	—
U-TIC Soldier B	Bio	C B	—	Au/Fi/Sl	140	100	22	—	Ether Pack S	—
E2 Hauser	Mech	C C	Ether	Bm/Th	320	180	32	—	Scrap Iron	—



1 Med Kit S x2*
2 Power Shield
3 Nano Sphere
4 Nano Repair A
5 Nano Repair A
6 Revive S
7 Bio Sphere*
8 Robot Part Right Arm
9 Decoder 07
10 Skill Upgrade D x3
11 Bio Sphere

Use the U.M.N. Simulator to revisit the area and acquire these items.

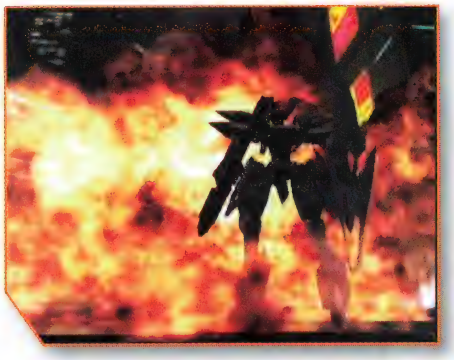
LEARNING THE ROPES



The duo of Canaan and chaos hit the streets of Old Miltia in the E.S. Asher. This section of the game is primarily a tutorial to quickly familiarize new players with the basic controls in and out of combat. Explore the road ahead to learn about save points and destructible objects.

QUICK RECOVERY

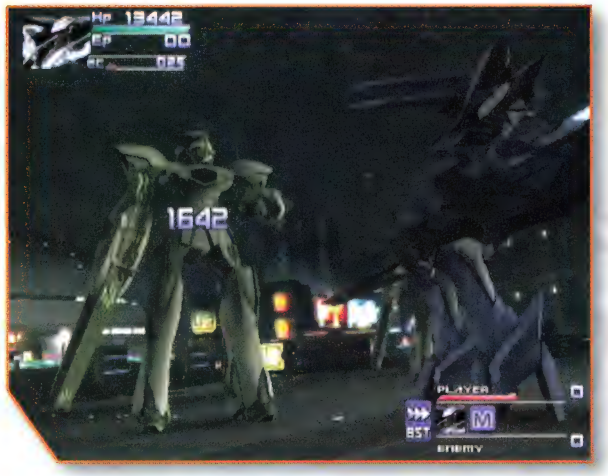
Save points are for more than just saving your game; they also fully restore the party's HP and EP when touched. Make certain to visit every save point, even if saving seems unnecessary at the time.



Follow the on-screen prompts and destroy the rubble and vehicles blocking the highway by locking on and pressing the ● button. Smash the tank sitting at the top of the road and the rubble behind it to locate a hidden **Power Shield**. Equip this accessory by using the Status screen of the Main Menu.

A.M.W.S. COMBAT TUTORIAL

The party encounters an enemy A.M.W.S. Approach the enemy to engage it in combat. Basic A.M.W.S. combat is fully explained during the battle. Follow the on-screen instructions to pass the battle. Press the ● button or the ▲ button to defeat the Stole Marines, and use the E.S. Asher's special attacks when prompted to do so.



TRAPS AND COMBAT BONUSES

Continue through the rubble to an unusual yellow object sitting on the highway. This is a trap! When destroyed, it affects any nearby enemies and provides a temporary combat bonus. Yellow traps provide a Stock bonus and red traps yield a Boost bonus. The Stock bonus starts the party with Stock or EC that is ready to be used for a special attack. The Boost bonus provides the party with a Boost at the beginning of the battle, allowing them to get the jump on opponents. Destroy the traps before engaging the enemy, or they do nothing.

GUARDED TREASURE

Attack the motionless Stole Marine standing on the left side of the road, as it's guarding a secret. Destroy the debris behind it to locate a Nano Repair A. *Also, look for a small break in the guardrail near the first trap that leads to several parked vehicles. Demolish them all to find a* Nano Sphere *and a* Nano Repair A.

CHARACTER COMBAT

The party abandons the E.S. Asher and explores further on foot. Engage the soldiers on the highway to learn about character combat. Although character and A.M.W.S. combat is similar, there are some important differences that are explained during the tutorial. Read carefully, but refer to the "Combat" chapter in this guide for some explanations on these concepts.

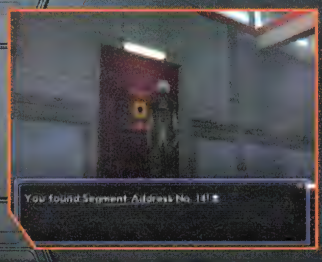
POWER IN ACTION

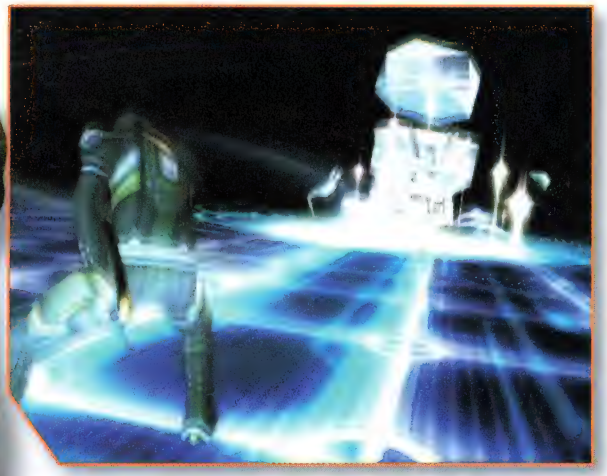
Destroy the rubble along the bottom of the highway to discover a **Revive S** *that's hidden beneath a giant chunk of debris.*

The U-TIC Soldier As in the first battle are easily defeated with the ■, ■ (Zone: B, B) combo. Add the ● button attack on the second set of enemies in the first battle to Air (with Jin) or Down (with chaos) them for extra damage. Note that chaos cannot attack airborne enemies.

SEGMENT ADDRESS NO. 14

There's a door along the top of the highway between the first and second character battles. Destroy the door to reveal a red door hidden behind it. Inspect the red door to find **Segment Address No. 14.** *This doesn't come into play immediately, but it's explained in more detail later in the game.*





The second battle continues the tutorial by introducing Double Attacks. Follow the on-screen instructions and use the Ice Brand Double Attack to demolish the tough E2 Hauser. Use a simple △, ■ (Zone: C, B) combo to destroy the U-TIC Soldier B.

EXTRA CREDIT

Climb the ladder after the second character battle and destroy the object to the left to uncover the most valuable items yet: three Skill Upgrade Ds! Use these items to quickly advance chaos and pick up an additional skill or two. Also, annihilate the second moving green ring along the back of the highway a bit further down the road to discover a Bio Sphere.

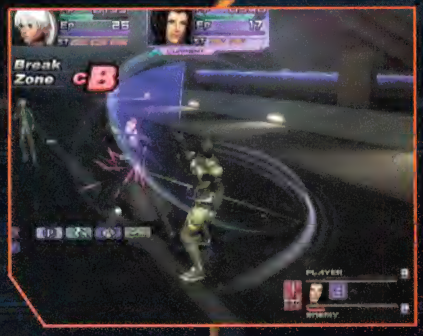
Save your game after the cut-scene and take the opportunity to advance the party's skills. It would be wise to teach Medica to chaos. Jin can use skills that increase his defense (VIT +2) or attacking power (STR +2). Destroy objects blocking the tunnel and advance when you're ready to face the first boss.

MARGULIS

Type	Bio
Break	C B
W.ATK.	Physical
W.ATR.	Ic/Sl
HP	1000
EXP	2500
S.Pts	150
C.Pts	400
N.Item	Revive DX
R.Item	Skill Upgrade E

This is the chance to put all of the combat theory into practice. Start the battle by moving chaos behind Margulis, so both fighters can perform back attacks. Attack Margulis with △, ○ (Zone: C, B) combos to break his guard and deliver extra damage. Only strike when his back is to the attacker. Characters should Stock whenever they are face to face with the enemy.

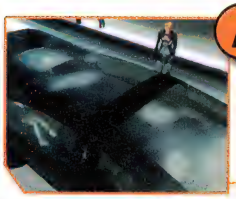
The goal is to have at least two bars of Stock for each character by the time the boss's HP reaches roughly 500. When Margulis' back is to Jin or chaos, Boost in the other character and use the Ice Brand Double Attack to finish the battle. Throughout the battle, make certain that no one's HP falls below 150. Margulis is very fast and can critical for more than 100 points. Protect the party from the potential of a fierce attack by ensuring they have the HP to survive.



GREATER REWARDS

Margulis launches a final strike when his HP is completely depleted. Because of this desperate attack, the only way to get the Skill Point bonus is to end the battle when the BST icon appears in the Event Slot.

SECOND MILTIA CITY



1 *Join MOMO, Jr., and chaos.*

2 *Escape into the waterway.*

3 *Evade the U-TIC Soldiers.*

4 *Defeat Executus Sagitta.*

5 *Slip through the enemy barricades.*

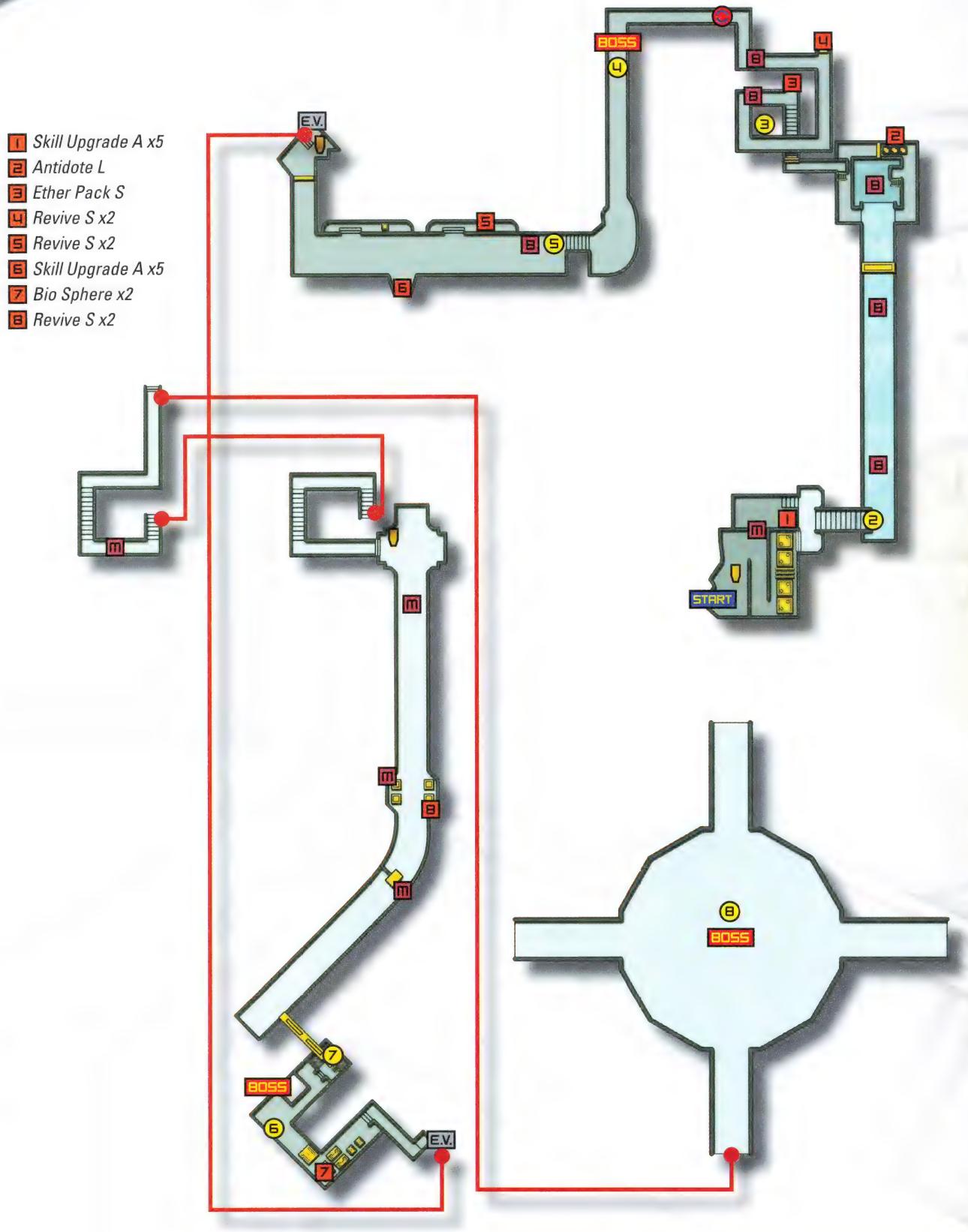
6 *Conquer O-88 Libra.*

7 *Bust the crane to cross the chasm.*

8 *Fight off Pilum and Scutum.*

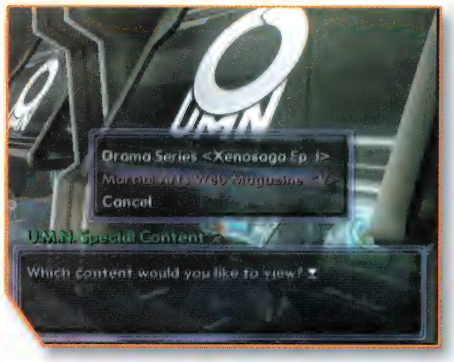
ENEMY DATA

NAME	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Carnicos I	Mech	C C	Ether	Bm/Th	700	550	34	—	Scrap Iron	Junked Circuit
O-78 Grisly	Mech	C B	Ether	Bm/Th/St	480	360	34	—	Scrap Iron	—
P.S.S. – B	Bio	B C	—	Au/Fi	320	320	24	—	Ether Pack S	—
P.S.S. – P	Bio	B B	—	Au/Fi	260	260	22	—	Med Kit S	—
Rotus TI Mk II	Mech	—	Ether	Bm/Th	880	580	38	—	Bio Sphere	Class Upgrade A
Revised E2 Hauser	Mech	C C	Ether	Bm/Th	440	300	32	—	Scrap Iron	—
Testud	Mech	C C	—	Bm/Th/Pc	450	460	32	—	Scrap Iron	Junked Circuit
U-TIC Soldier A	Bio	B B	—	Au/Fi/Sl	170	200	20	—	Med Kit S	—
U-TIC Soldier B	Bio	C B	—	Au/Fi/Sl	200	220	22	—	Ether Pack S	—


1 Skill Upgrade A x5
2 Antidote L
3 Ether Pack S
4 Revive S x2
5 Revive S x2
6 Skill Upgrade A x5
7 Bio Sphere x2
8 Revive S x2
E.V.
BOSS
START
E.V.
BOSS
BOSS

SPACE PORT

The Space Port is abuzz with news of the Proto Merkabah satellite debris, which has made flight impossible for the time being. Take time to look around the area, but focus on the monitors near Ziggy's starting location. Access them to view the U.M.N. Special Content. There are two bodies of work to explore: the Drama Series and the Martial Arts Web Magazine. The Drama Series provides a recap of the story from Xenosaga EPISODE I for those who haven't played the first game, or for anyone who needs a quick refresher. The Martial Arts Web Magazine provides basic combat strategies useful to new players. Join chaos, MOMO, and Jr. in the car outside when you're ready to continue the story.



EVADING THE U-TIC

Climb the ramp on the right side of the room and destroy the objects on the raised walkway to reach the exit. Pass through the door and walk down the stairs just above the exit. Smash the crate next to the stairs to recover a **Skill Upgrade A** (x5). Backtrack and use the staircase on the opposite side of the landing to reach a narrow canal. When the U-TIC Soldiers begin to chase the party, run along the canal without pausing to avoid them. Destroy the barricade at the end and fall down the waterfall. Climb the ladder at the base of the waterfall.

EXTRA EXPERIENCE

The canal is a good area to earn extra experience and Skill Points. Fight the soldiers in the canal, then backtrack one screen. The soldiers reappear when the party re-enters the canal. With a save point close by, the party can heal whenever necessary. This provides an excellent opportunity to acquire a few basic skills or increase a couple of levels. Maximize the Skill Points earned by only defeating enemies when the SKL icon is in the Event Slot.

SPENDING SKILL POINTS

Make sure at least two or three characters have the Medica Skill, which is a Level 1 Class A Skill. The Class B and Class D Skills are also useful. Also, equip Skills like DEX+2 and VIT+2 when they're purchased. Attacker is also an excellent Skill for Ziggy, since he has more HP than the other characters and can sacrifice some defense for a more powerful offense.

Eliminate the crates along the back wall to find an **Antidote L** and smash the gate behind them. Walk around the ledge and climb the second ladder. Continue through the next gate and crush the box at the top of the stairs to find an **Ether Pack S**. Follow the path around the central structure and destroy the second box to find a **Revive S** (x2). To escape the next set of U-TIC Soldiers, simply cut the corners closely and don't stop once they appear.

Continue through the narrow alley and a second group of soldiers pursue the party. Rush around the corners to find a Trap. Set off the Trap to stun the enemies and flee, or engage them with the Trap's bonus. The alley leads to the top of a steep hill and an enemy A.M.W.S. Proceed down the hill, but the A.M.W.S eventually overtakes the party.

EXECUTUS SAGITTA

Type	Mech
Break	—
W.ATK.	Ether
W.ATR.	Bm/Th/Pc
HP	1760
EXP	1800
S.Pts	60
C.Pts	—
N.Item	Scrap Iron
R.Item	Junked Circuit

Use MOMO, Jr., and Ziggy for this battle. MOMO's low HP may be an issue, so watch her closely and heal often. More important is the fact that her attack is especially effective against this type of enemy. Move Ziggy behind Executus Sagitta and attack with back shots. Zones don't come into play in this battle, but Stocking can still help the party land devastating combos. Prepare to attack by Stocking whenever the enemy is facing the character. Attack when the enemy's back is exposed or the Stock gauge is maxed out.

THE DEVIOUS TRAP

Restore any lost HP and change the battle party back to Ziggy, chaos, and Jr. Climb the stairs and get ready for a nasty battle. A helicopter swoops in and drops a laser net. A battle against four P.S.S. soldiers begins when the party gets caught in the net. They're completely surrounded and can be picked apart very quickly without the proper strategy. Focus on the P.S.S.–P soldiers first due to their low HP. Boost to eliminate the one side before the other can attack, then turn everyone around to face the remaining enemies so there are no back attacks. The remaining soldiers shouldn't be a problem.

There's no time to waste after the battle. Rush up the hill and duck into the alcoves on either side to evade the laser nets. The party must repeat this difficult battle if they get caught by the net. Fortunately, there's a save point at the top of the hill. Use it to restore the party and save, then use the elevator next to it. Demolish the boxes and prepare for another major battle. Change the battle party to Jr., Ziggy, and MOMO after destroying the last box.

O-88 LIBRA

Type	Mech
Break	A A
W.ATK.	Ether
W.ATR.	Th/Pc
HP	3360
EXP	5800
S.Pts	450
C.Pts	600
N.Item	Auxiliary Armor B
R.Item	G ST Double

Begin the battle by moving the middle character to the left. This spreads the party out and limits the amount of damage caused by the boss's missiles. Stock everyone to three bars. Start the assault just before the boss's turn by Boosting Jr. unless Jr. already has the turn prior to the boss. In that case, start the assault on Jr.'s turn and save the Boost for someone else. Boost Ziggy so that he attacks next. Perform a ◉, ◉ (Zone: A A) attack with Jr. to Break the enemy's Guard. Boost MOMO as Ziggy's turn begins and follow up with Ziggy's ◉, ◉, ◉, ◉ combo to Down the enemy and inflict heavy damage.

If possible, Boost Jr. as MOMO's turn begins and use a ◉, ◉, ◉, ◉ attack to continue the devastating barrage on the boss's weakened defenses. Keep Boosting between MOMO and Jr. until the party can boost no further or the boss interrupts by performing its own Boost. One successful chain attack should reduce the boss's HP to less than 500, which MOMO and Jr. can finish off fairly easily.

SAVE AND RESTORE

The fight against O-88 can be difficult. Consider returning to the previous save point after the battle to save and restore the party. Some tough battles are ahead. Saving prevents the party from having to face O-88 Libra a second time if something unforeseen should happen.

THE FINAL PUSH

Approach the construction equipment and destroy the joint at the front. The crane falls and creates a bridge across the chasm. The highway seems clear, but the destruction of the first barricade reveals some hidden enemies. Beware of the enemies near the tunnel. The match-up against two Carnicos I enemies and a Rotus TI Mk II can be challenging. Eliminate the chopper quickly with Ether attacks and the help of MOMO and Jr. This keeps the enemies from performing a seemingly endless chain of Boosts. Save after the battle and climb the stairs through the door on the left. Race up the stairs without stopping, as several Carnicos I enemies are in pursuit. There's no reason to stop and fight. The party can reach the top and get through the door well before the enemies arrive.

PILUM AND SCUTUM

MOMO and Ziggy are the most essential characters for this battle. The final spot should probably be reserved for chaos, who should have a level advantage on Jr. Start off by Stocking. The enemies should do little more than taunt on the first turn with Pilum attacking on later turns while Scutum makes demands. Use Ether skills to lower Pilum's attack if possible.

Keep Stocking until all three fighters have three bars in reserve. Attack Pilum with single hits until its HP is reduced to around 2200 or when it "gains additional ammunition." When this event occurs, wait until the boss is about to take a turn and begin Boosting characters. Use all three fighters and unleash the Stocked attacks. Cycle between Ziggy and MOMO once all three characters have had a turn and until the team can no longer Boost. Pilum should be close to elimination. Finish it off quickly.

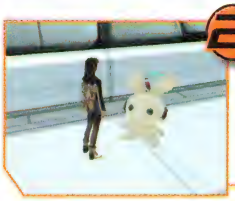
Scutum is considerably more dangerous once the party begins attacking it. Stock three bars again and pick on the boss with single attacks until it gains a thunder aura. At this point, the boss becomes extremely dangerous, since its attack power is substantially increased. Run the exact same drill. Wait until the boss is next in line to attack and begin Boosting. Use all of the Stocked attacks and cycle between MOMO and Ziggy until the boss is defeated or the party can't Boost. Time MOMO's initial four attacks with the CTC icon by Boosting her when the random icon is in the Event Slot, so she causes as much as 500 points of damage with each attack.

PILUM	
Type	Mech
Break	—
W.ATK.	Physical
W.ATR.	Bm/Au/ Th/Pc
HP	3360
EXP	6200
S.Pts	400
C.Pts	450
N.Item	EF Circuit B
R.Item	Tuned Circuit

SCUTUM	
Type	Mech
Break	—
W.ATK.	Ether
W.ATR.	Bm/Au/ Th/Pc
HP	4800
EXP	6800
S.Pts	500
C.Pts	150
N.Item	Auxiliary Armor B
R.Item	Charge Boost

SECOND MILTIA

1 *Go to the City Area.*



2 *Meet Agent Bunnie and obtain the GS Path.*

3 *Speak to Angelina Swaine and acquire the Segment File and Decoder 06.*

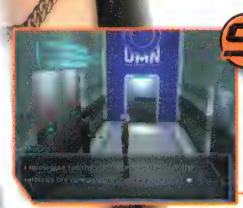
4 *Visit Moby Dick's Café.*

5 *Go to the Uzuki Residence.*

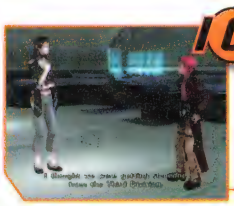
6 *Stop at the U.M.N. Control Center.*

7 *Speak to Jr. across from the analysis room.*

8 *Locate Ziggy within the maintenance room.*



9 *Enter the analysis room.*



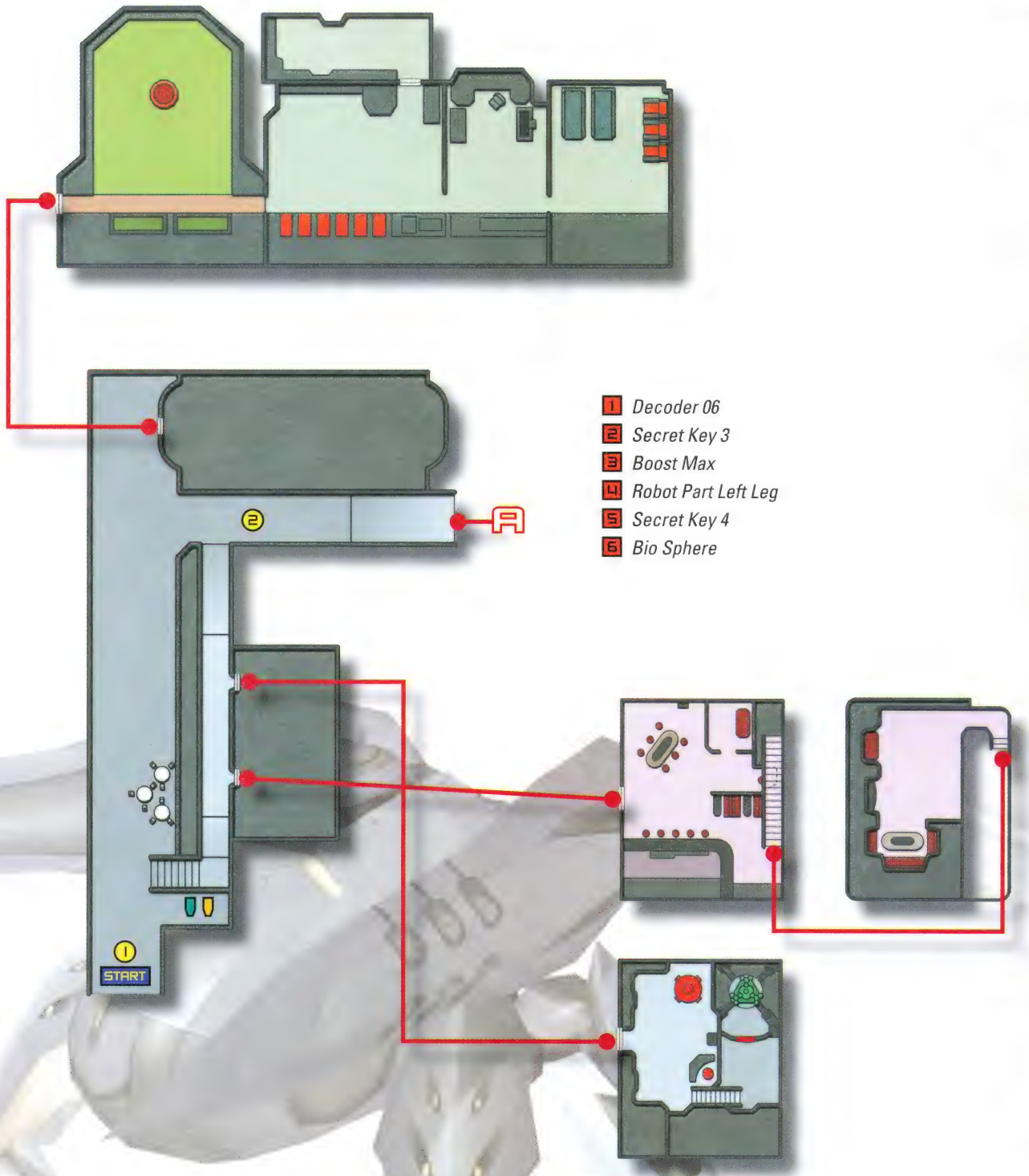
10 *Travel to the U.M.N. Control Center once more.*

11 *Speak to Allen to initiate the dive into MOMO's subconscious.*

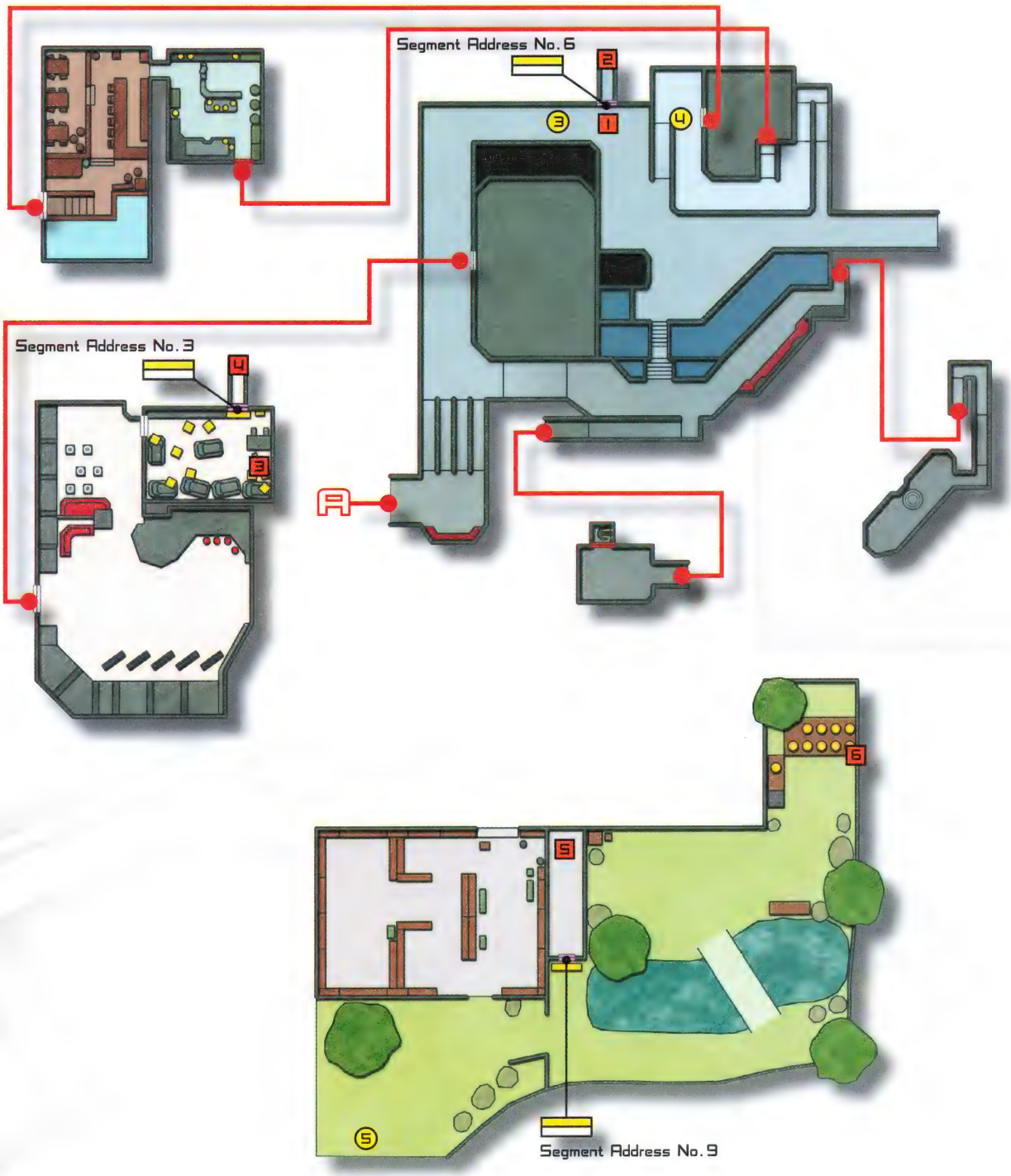
GS CAMPAIGNS

Campaign	Timing	Reward	Page No.
01: Send Him My Love!	After Moby Dick's Café	Secret Key 1	Page 154
02: Go Postal!	After Moby Dick's Café and GS 01	Secret Key 2	Page 154
03: Operation Squeak Squeak!	After Moby Dick's Café	Secret Key 6	Page 155
05: My Idol, Dr. Uzuki	After Uzuki Residence	Decoder 01 & Archangel's Requiem Double Attack	Page 158
07: Posters a Go-Go!	After Moby Dick's Café	Skill Upgrade D (x3), MOMO's Swimsuit, and Jr.'s Swimsuit	Page 159
08: Miltian Crisis!	After Moby Dick's Café	Burst Veil Double Attack	Page 161
09: The Great Thief	After Moby Dick's Café and GS 01	Elemental Nocturne Double Attack	Page 162
11: Water Works Worries	After Moby Dick's Café	Secret Key 11	Page 163
19: A Precious Life	After Moby Dick's Café	Revive DX (x2)	Page 170
25: An Old Dancer Reminisces	After Uzuki Residence	Class Upgrade C (x2), chaos' Swimsuit, & Shion's Swimsuit	Page 174

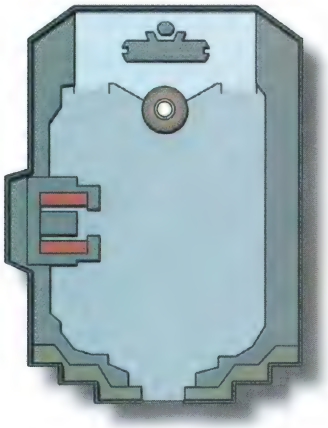
CITY SECTOR ONE



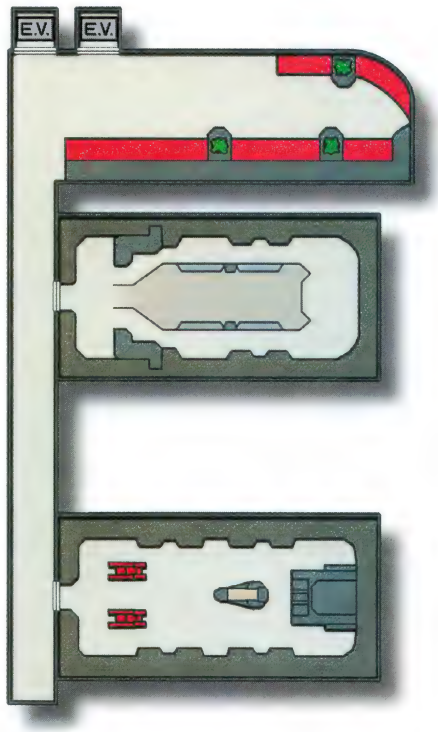
CITY SECTOR TWO



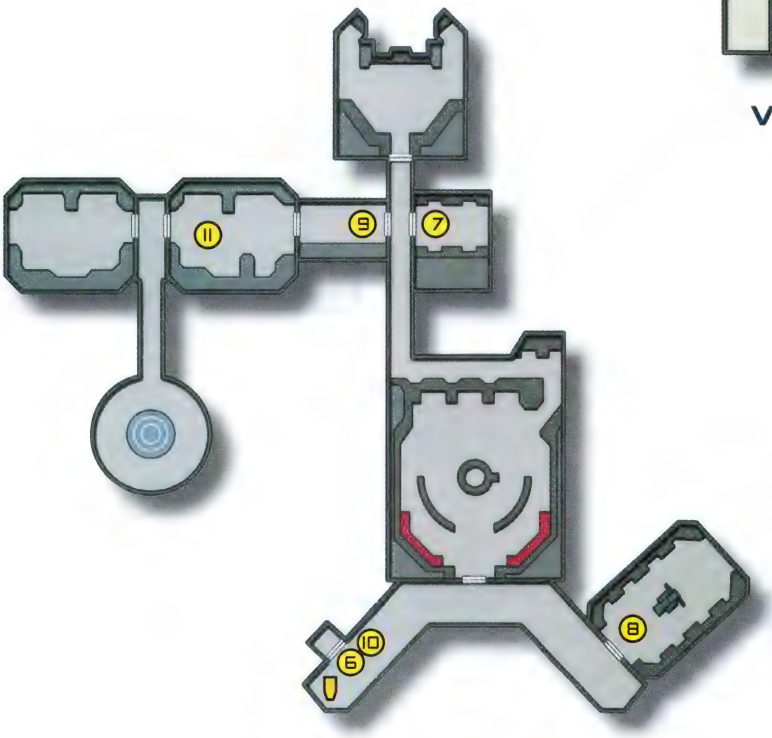
Uzuki Residence



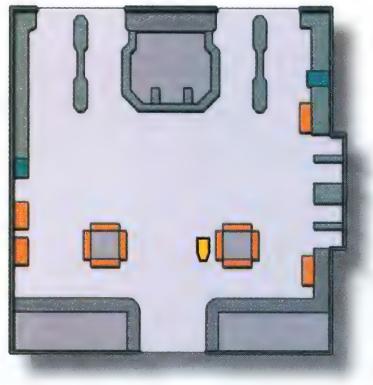
Government Offices



Vector Second Division

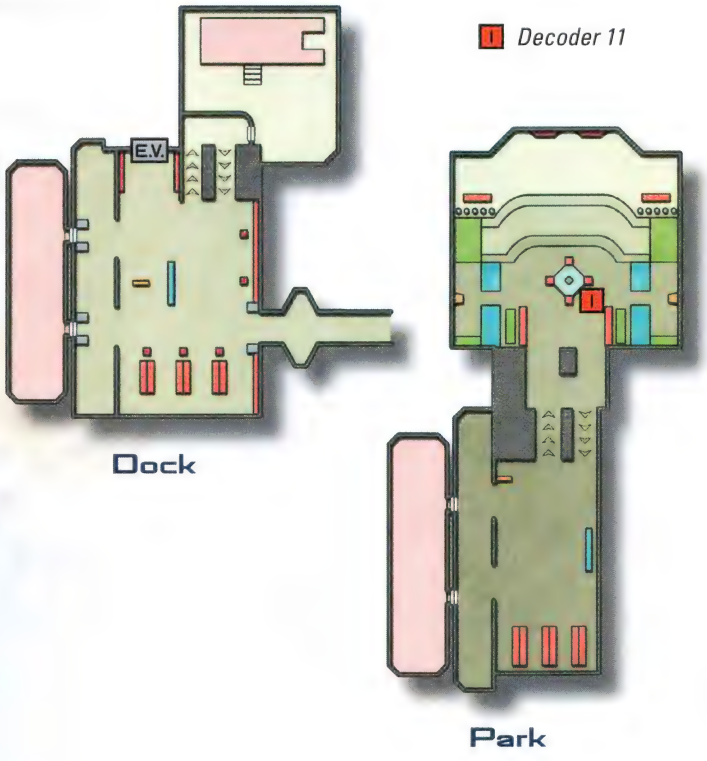


U.M.N. Control Center



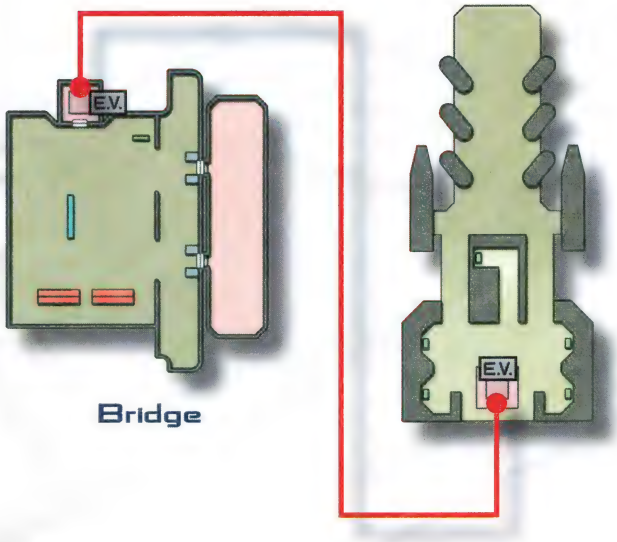
Space Port

DURANDAL



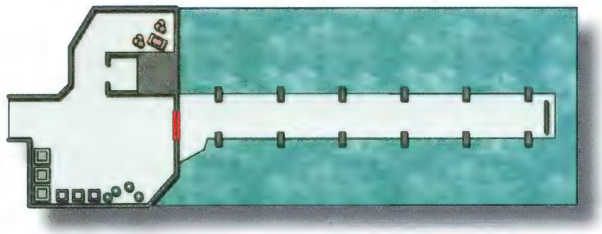
Dock

Park

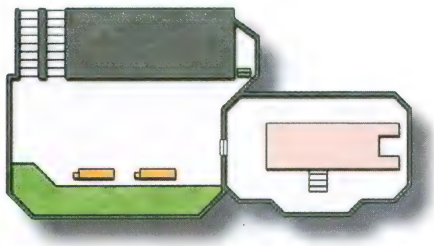


Bridge

KUKAI FOUNDATION



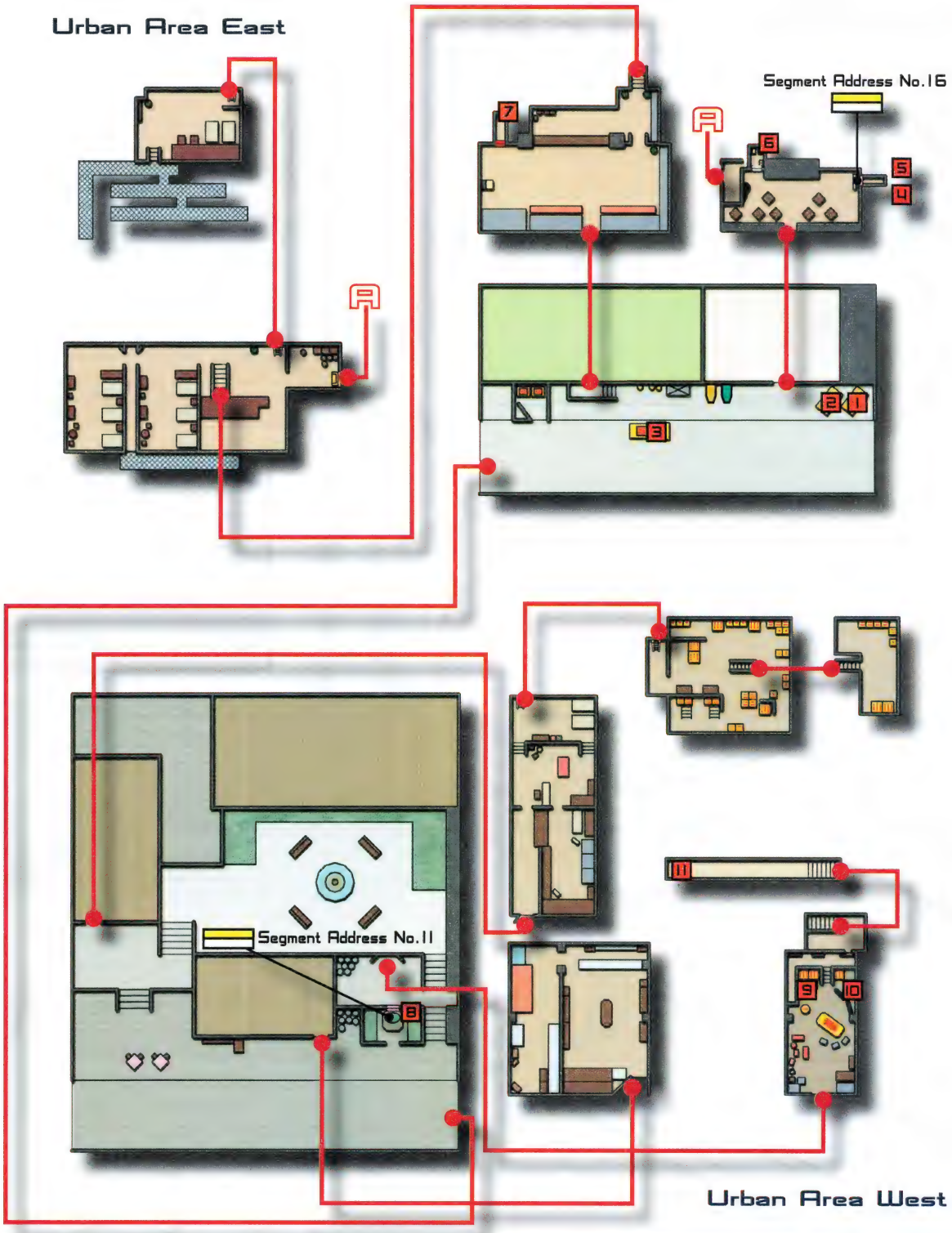
Fishing Lab



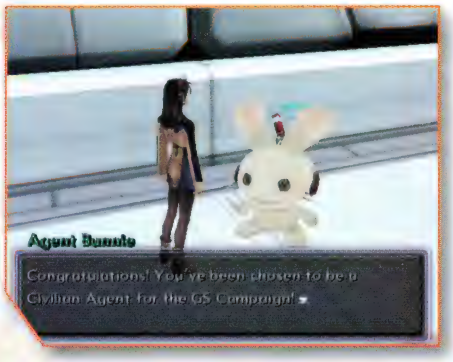
Launch Area

1. Skill Upgrade A x5
2. Bio Sphere
3. Med Kit S
4. Decoder 03
5. Robot Part Right Leg
6. Boost Max
7. Med Kit DX x4
8. Secret Key 23
9. Ether Pack M
10. Med Kit M
11. Skill Upgrade D x5

Urban Area East



THE GS PATH



Enter the City Area and follow the main walkway until Shion encounters Agent Bunnie. The strange character is recruiting citizens for the new GS Campaign, which is a set of 36 side events that can be completed throughout the course of the game to unlock a variety of rewards. These events are entirely optional, but those who choose to ignore them will miss out on very valuable skills and items. Agent Bunnie explains the GS Campaign thoroughly and provides Shion with the GS Path, which is accessed through the Main Menu. Clients are called out throughout the walkthrough. A full list of clients and how to complete the various missions is available in the "Appendices" chapter.

TIMING IS EVERYTHING

Not all of the GS Campaigns are immediately available. Pay close attention to the timing of each event to avoid wasting effort in hunting down an NPC who isn't ready to talk.

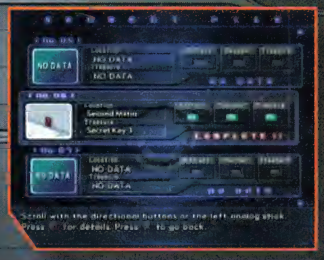
CARRYING ON A BROTHER'S WORK

Continue through the city toward Moby Dick's Café and Shion encounters a woman named Angelina Swaine, sister of Sergeant Swaine of the Woglinde from *Xenosaga EPISODE I*. She presents Shion with the **Segment File** and **Decoder 06**, so that her brother's work with Segment Addresses can be continued. Scattered around the world are red doors that cover construction errors. The doors are sealed tight, but each one has a Segment Address. There's a Decoder for each Segment Address that can unlock the red door. When Shion locates a new Segment Address, it's recorded in the Segment File along with any Decoder information and items found within the address. The information can be accessed in the Main Menu at any time after it's obtained.

The red door next to Angelina Swaine is Segment Address No. 6. Since Angelina has presented Shion with the Decoder for Segment Address No. 6, she can open the door right away and find a yellow chest containing **Secret Key 3**. Secret Keys don't unlock doors; they unlock *skills*. This one unlocks the **Level 1 Class H skill, Focus 1**. Search for the other 17 Segment Addresses and Decoders hidden throughout the game. Many different treasures are located behind the red doors, including several Secret Keys.

COME BACK AGAIN

Segment Addresses and Decoders aren't normally located together. It takes a fair amount of backtracking to find all of the Decoders and open the doors, which is why the Segment File is so important. Use it whenever a Decoder or Segment Address is found to see if another door is ready to be opened.



MOBY DICK'S CAFÉ AND THE UZUKI RESIDENCE

Enter Moby Dick's Café at the top of the ramp behind Angelina Swaine. Shion is reunited with her brother, Jin Uzuki, and the duo of Jr. and chaos. All three join the party, after which Shion is prodded into visiting her home, which is not far away. Exit the City Area and travel to the northwest corner of Second Miltia to find the Uzuki residence. chaos leaves the home by himself. Cross the city and visit the U.M.N. Control Center.

U.M.N. CONTROL CENTER

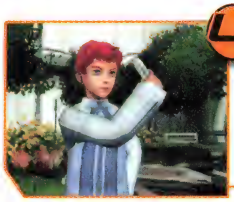
Look for Jr. in the small control room across from the analysis room. Return to the front of the building to find Ziggy undergoing maintenance. Go back to the analysis room and speak with Mauro at the door to gain access. Control then switches to Shion after the analysis. Head for the elevators that are just down the hall, then travel across the city to the U.M.N. Control Center. Speak to Allen within the analysis room to initiate the dive into MOMO's subconscious.

SUBCONSCIOUS DOMAIN

1. Enter the upstairs bedroom.

2. Follow the phantoms into the glowing light.

3. See the first flashback.



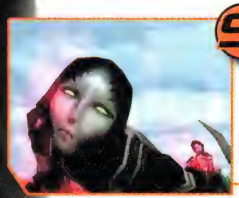
4. Witness the second flashback.

5. Watch the third flashback.

6. Observe the fourth flashback.

7. Knock down the tree to cross the stream.

8. Attack the tree to create a floating bridge.



9. Face the Infected U.R.T.V.s.

10. Defeat Level 4.

11. Follow the phantoms for a flashback.

12. Enter the garden to see a flashback.

13. Re-enter the facility for one more flashback.

14. Cross the stream by knocking over the tree.

15. Cut down the tree to create a floating bridge.

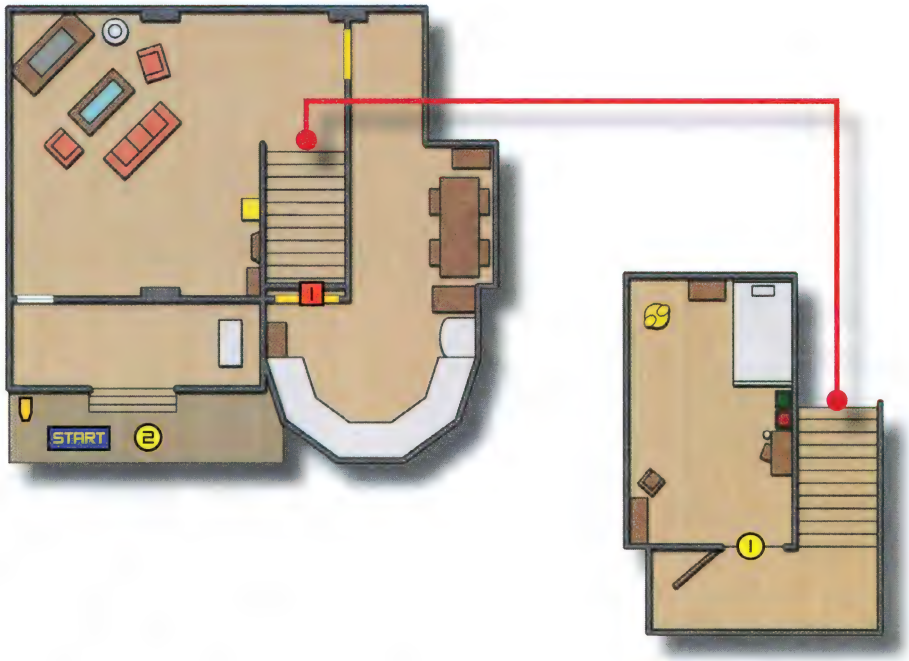
16. Wipe out the enemies prior to the boss and rest.

17. Conquer Albedo.

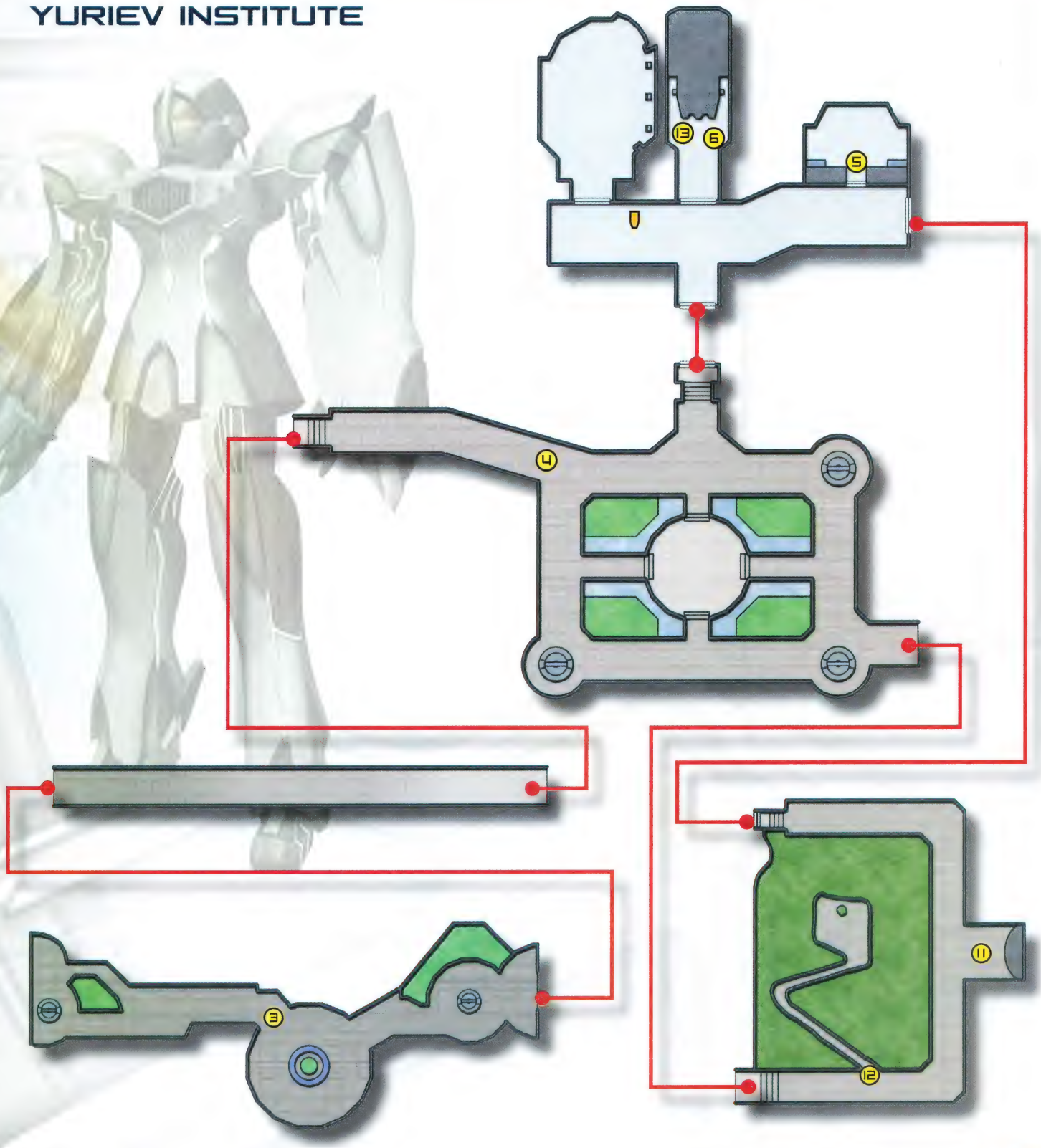
ENEMY DATA

NAME	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Catharsis	Gnosis	C B	Ether	Fi	1470	1000	44	—	Med Kit S	—
Creation Type	Gnosis	B B	Physical	Au/Fi/Pc/Sl	860	900	36	—	Ether Pack S	Antidote L
Expression	Gnosis	B B	Physical	Au/Fi/Pc/Sl	700	680	40	—	Antidote L	—
Glare	Gnosis	B C	Physical	Au/Fi/Pc/Sl	860	840	40	—	Antidote L	Antidote H
Infected U.R.T.V. (Summer)	Bio	C C	—	Au/Th/Sl	480	700	32	—	—	Skill Upgrade A
Infected U.R.T.V. (Winter)	Bio	C C	—	Au/Th/Sl	600	880	32	—	—	Skill Upgrade A
Information Type	Gnosis	B B	Physical	Bm/Fi/Ic/Pc	660	740	36	—	Ether Pack S	Antidote L
Necessity	Gnosis	B C	Ether	Ic	1280	760	44	—	Med Kit S	—
Piercing Scream	Gnosis	A B B	Physical	Au/Th/Pc	1130	1080	42	—	Med Kit S	Revive S
Vacillation	Gnosis	A B B	Physical	Au/Th/Pc	960	820	42	—	Med Kit S	Revive S

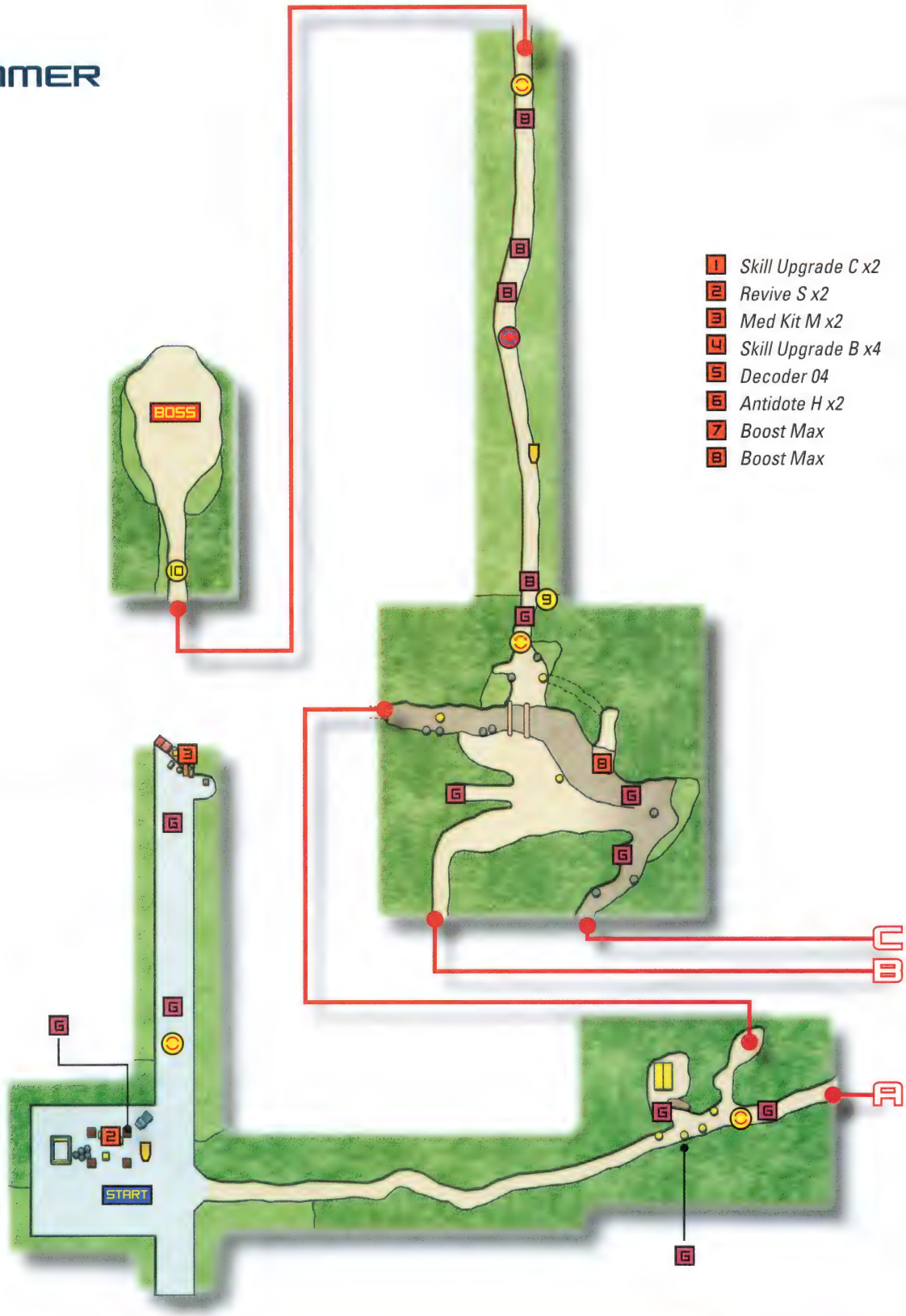
SAKURA'S WORLD



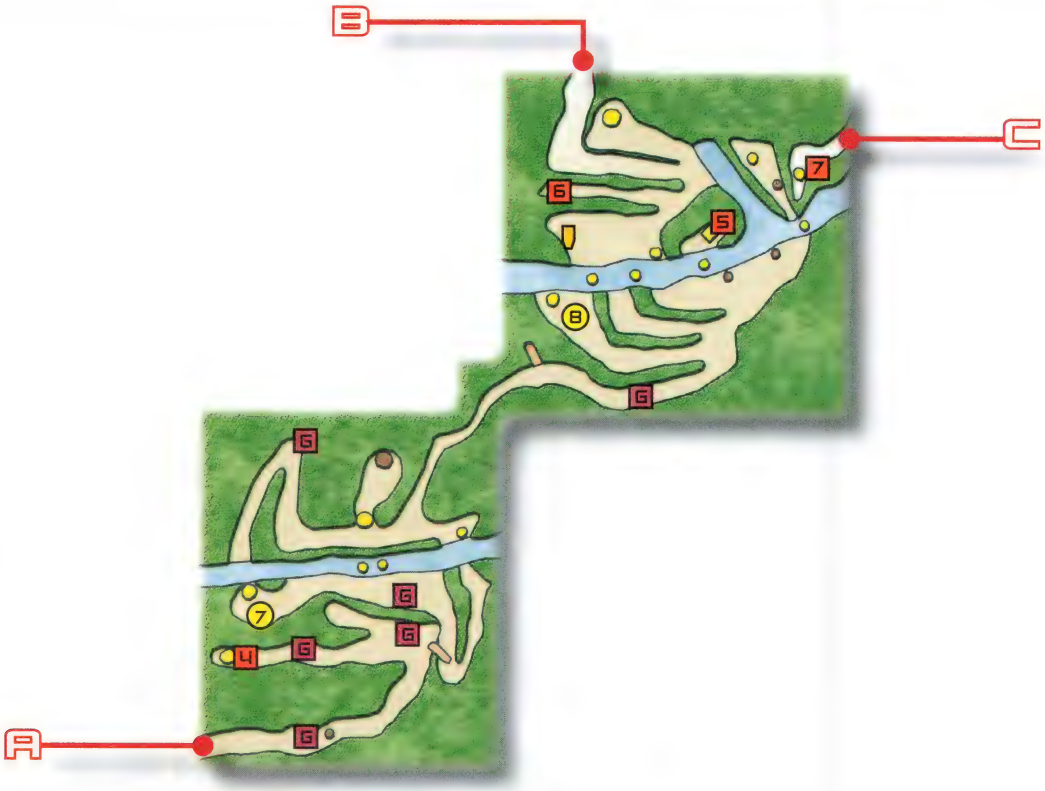
YURIEV INSTITUTE



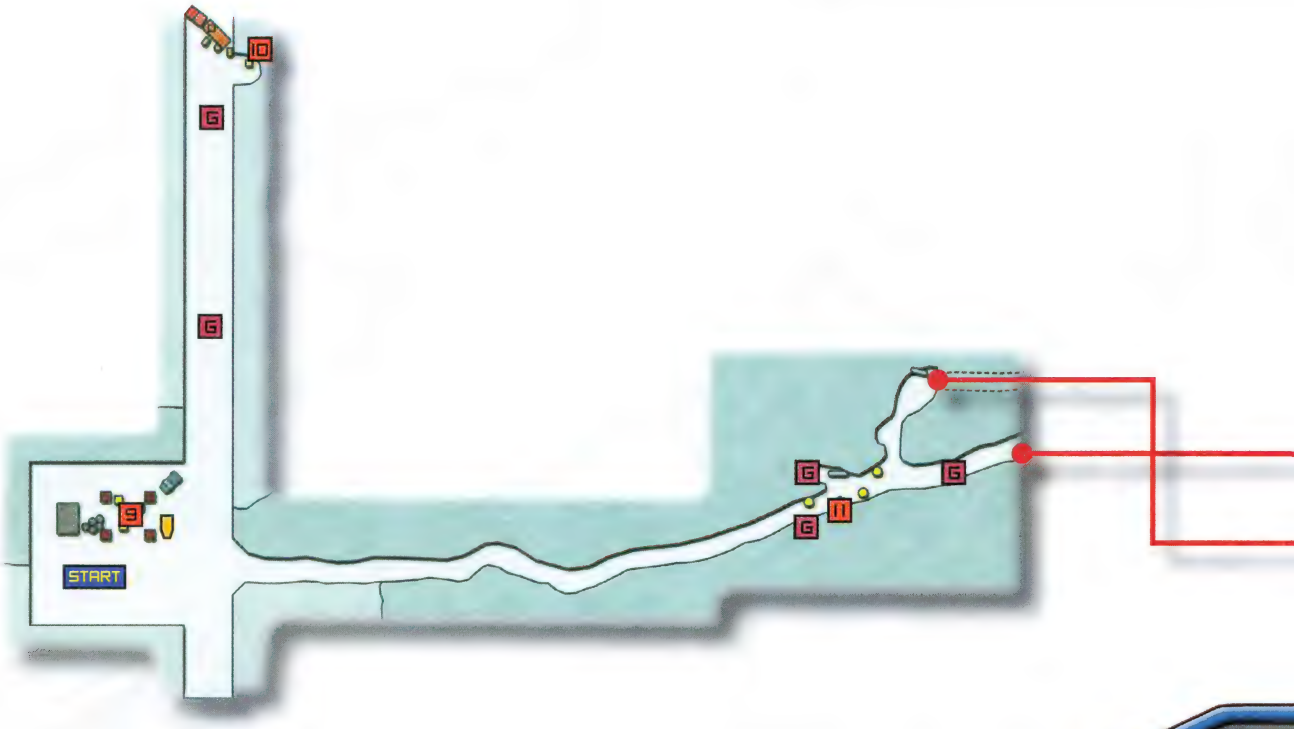
SUMMER

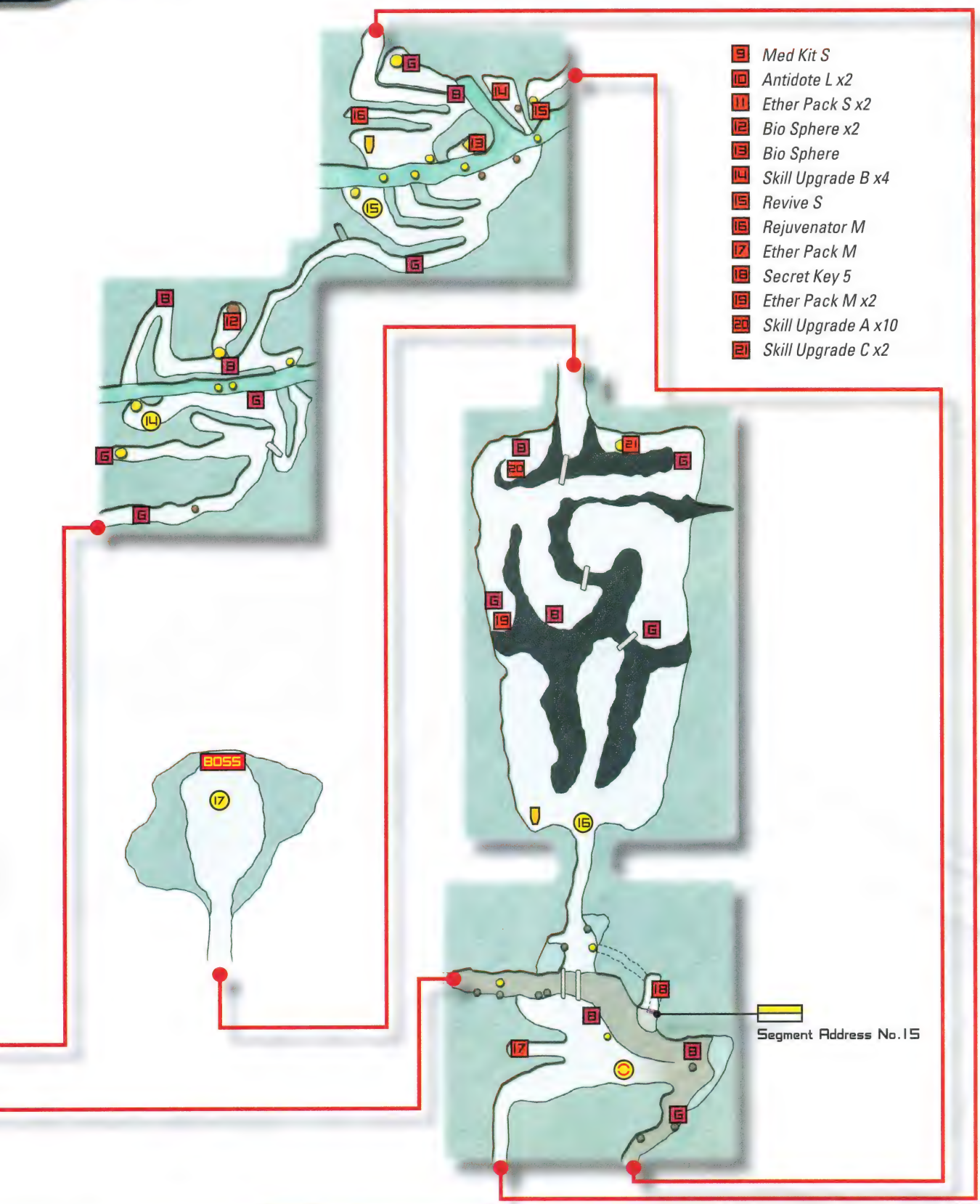


1. Skill Upgrade C x2
2. Revive S x2
3. Med Kit M x2
4. Skill Upgrade B x4
5. Decoder 04
6. Antidote H x2
7. Boost Max
8. Boost Max



WINTER




9 Med Kit S
10 Antidote L x2
11 Ether Pack S x2
12 Bio Sphere x2
13 Bio Sphere
14 Skill Upgrade B x4
15 Revive S
16 Rejuvenator M
17 Ether Pack M
18 Secret Key 5
19 Ether Pack M x2
20 Skill Upgrade A x10
21 Skill Upgrade C x2
BOSS
Segment Address No.15

SAKURA'S WORLD

Enter the house and go upstairs to the bedroom to initiate a cut-scene. Exit the house and follow the three phantoms into the glowing circle in the front yard.

YURIEV INSTITUTE

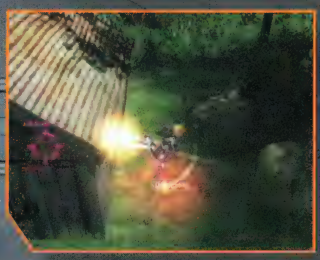
The party is taken to the Yuriev Institute. Continue to follow the phantoms throughout the institute. Several flashbacks take place as the complex is explored. After the fourth flashback, the party is taken to the SC Domain.

SC DOMAIN (SUMMER)

Enemies roam this area, so be prepared to fight. KOS-MOS, Ziggy, and MOMO make a solid battle party. KOS-MOS and Ziggy can handle Expressions and Information Types. MOMO can quickly dispatch the beefy Necessities as long as Ziggy or KOS-MOS Air or Down the enemy first. These can be tricky battles until a rhythm is established. Stay near the save point at the entrance and restore between battles.

DIVE DEVICE

There's a hidden Encephalon *dive device inside the shack to the east of the starting point. The shack is strong, so attack it several times to reveal a forbidden secret. This device is unusable at the moment.*



Vacillations are a tough nut to crack. It takes three hits to break their defenses and the A B B combination can't be performed by one character alone. To knock a Vacillation out quickly, have Ziggy Stock three times and Boost on MOMO's or KOS-MOS' turn. MOMO and KOS-MOS can attack the A zone with one shot. Ziggy can then perform two B zone strikes to break the enemy's defenses and finish it off with the remaining Stocked attacks.

The path ahead is blocked by a stream. Check the far west end of the stream to find a large tree. Attack the tree and it topples over, creating a bridge to the other side. It's possible to tip over a second tree on the north shore to create a second bridge, but this should be unnecessary until much later in the game.

The second stretch of stream poses a small puzzle. There are four stones in the water that can be destroyed and a tree at the far west end that can be knocked into the water. The stones stop the floating tree to create a bridge, so smash the two stones on the west side before knocking the tree into the water to enable the party to reach **Decoder 04**, which is inside the box across the stream. Leave the area and re-enter, then destroy the tree but *not the rocks* to create a bridge to the path on the opposite shore.

The stream dries up in the final stretch. There are two logs that cross the creek bed. The one on the left is cracked and slippery, so use the one on the right to avoid dropping off. Look for a tree on the north shore that is up against the thick bushes. Smash the tree and walk into the bushes to find a hidden path that leads to a short drop. Drop down to find a **Boost Max**, then drop down to the creek bed below.

The enemies that appear after the creek area are a little different. Switch MOMO out of the party and add chaos. His Aura techs provide him with an advantage against the Infected U.R.T.V.s. Defeat all of the enemies in the long straightaway prior to the boss, then backtrack and use the save point. It's best to enter the battle with full HP and EP.

LEVEL 4

Type	Bio
Break	C C B B
W.ATK.	Physical
W.ATR.	Au/Th/ Pc/St
HP	5760
EXP	15,000
S.Pts	900
C.Pts	600
N.Item	Ether Pack DX
R.Item	Skill Upgrade E

chaos, KOS-MOS, and MOMO are a good party for this battle. chaos' attacks are automatically infused with the power of Aura, so they cause additional damage against Level 4. Make sure someone in the group has the Aura Sword skill, so that they can add the Aura attribute to KOS-MOS and MOMO, too. Someone should also have the Medica 2 skill to keep the party on their feet.

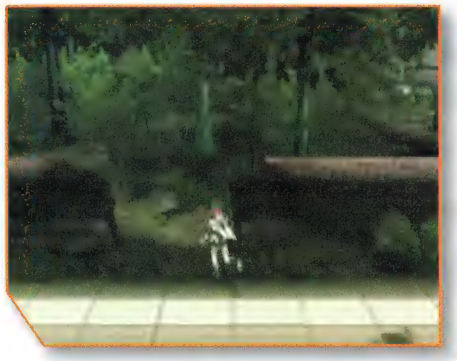
Start the battle by moving KOS-MOS behind the boss to cause back attacks. Begin Stocking attacks on each turn until all three characters are fully powered. Use Aura Sword on MOMO and KOS-MOS. Have chaos Boost on KOS-MOS' turn (or when KOS-MOS can boost after him) while the boss is facing her and open the assault with a △, △ (Zone: C C) attack and stop. Boost MOMO as chaos begins his turn and follow KOS-MOS's attack with ■, ■ (Zone: B B) to cause the break and ●, ●, ● to Down the boss, which is very important. KOS-MOS Airs the opponent with her ■, ■, ●, ●, ● tech, which puts the enemy out of reach for chaos. Boost KOS-MOS as MOMO begins her turn (with the Aura Sword status effect on) and follow up with a ●, ●, ●, ● attack at a huge bonus. KOS-MOS then finishes the cycle with her Stocked attacks. The damage caused should be sufficient to end the battle.

THE PARASITE

Level 4 has the ability to create Infected U.R.T.V.s that it can use to heal itself by absorbing their HP. Ignore these creations when they appear. The boss replaces them when they're destroyed, so attacking them is actually a waste of time. Once Level 4 is defeated, clear out the remaining Infected U.R.T.V.s.

YURIEV INSTITUTE II

The party returns to the Yuriev Institute after the battle. Take a moment to save and restore, then follow the phantoms out the east end of the building to a garden area. Two more flashbacks occur in the garden. Leave the garden through the southwest exit after the second flashback and follow the phantoms back into the heart of the facility to witness the final dive flashback.



SC DOMAIN (WINTER)

The party is returned to the SC Domain, but the weather has changed. The enemies are a bit stronger this time around, too. Continue to use Ziggy, KOS-MOS, and MOMO to fight. The path through the forest is essentially the same. The items have changed, but the puzzles are the same. Things don't really change until the final stretch in which the party encounters a small maze over a chasm. Clear the enemies and return to the save point to prepare for the next boss encounter.

STREAM PUZZLE

The stream puzzle has changed the most. There are now two treasures hidden on the north side of the water. Destroy the three rocks on the west side first before releasing the tree on the west end to get the Skill Upgrade B *(x4). Leave the area and come back, then remove the two rocks on the west side of the stream before knocking down the tree to get the* Bio Sphere. *Leave once more and knock the tree down without destroying the rocks to cross to the north side and continue onward to the boss.*

ALBEDO

Type	Bio
Break	B C C B
W.ATK.	—
W.ATR.	Fi/Pc/Sl
HP	7680
EXP	21,000
S.Pts	1200
C.Pts	750
N.Item	Skill Upgrade E
R.Item	Awakening I

Take Jr., Ziggy, and MOMO into this battle. One character should have the Flame Sword skill and another party member should have Medica 2. It doesn't hurt to have more than one person with healing skills, since Albedo is capable of devastating damage.

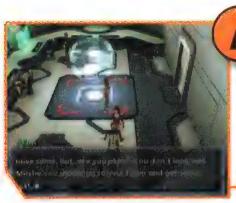
This boss has a rock solid defense that prevents Breaks and drastically lowers the damage taken from attacks. The party must destroy his arms to lower the Break Block and score a powerful combo with Break and Down bonuses. Stock up and repeatedly attack the arms with the ■, ▲, ● combo. Don't overuse Stocked attacks, so the party is ready with Stock to launch their assault as soon as the arms are gone. Albedo's arms regenerate after a few turns, so take advantage of the opening while it lasts.

Begin Stocking and use Flame Sword on Jr. and MOMO to increase their attack power. Begin the assault when Ziggy can Boost behind Jr., so either on Jr.'s turn when Ziggy isn't in the lineup or when neither character is about to take a turn. Attack Albedo with a ■, ▲ (Zone: B C) attack. Boost Jr. as Ziggy follows the opening attack with a ▲, ■ (Zone: C B) ●, ●, ● to Down the enemy. Jr. can then follow up with a ●, ●, ●, ● attack as MOMO boosts and finishes the assault with another ●, ●, ●, ● tech.

There's a chance that Albedo may still have some HP left after this powerful assault. Prepare for a devastating area attack that can cause around 300 points of damage to each character. He may also begin Boosting, so heal between his attacks until his pattern settles down to a normal pace. Finish him off with MOMO's attack or a few Flame Blasts.

It should be noted that Albedo is the first boss to have one of the Awakening books. Use the Psycho Pocket Ether during this fight to pick up a copy. You can use the Awakening books in the Items Menu to teach the characters valuable Double Attacks!

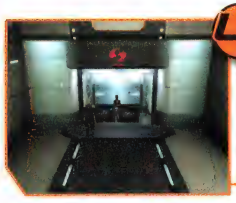
DÄMMERUNG



1 Talk to Allen.

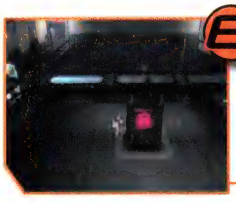
2 Take a nap.

3 Return to the communications room.

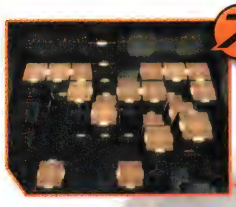


4 Use the elevator to access the restricted area.

5 Trigger the guns to reveal a hidden door.



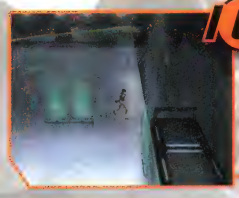
6 Smash the bridge support.



7 Create a bridge from the crates.

8 Access the computer console.

9 Ride the conveyor belts to hole 4.



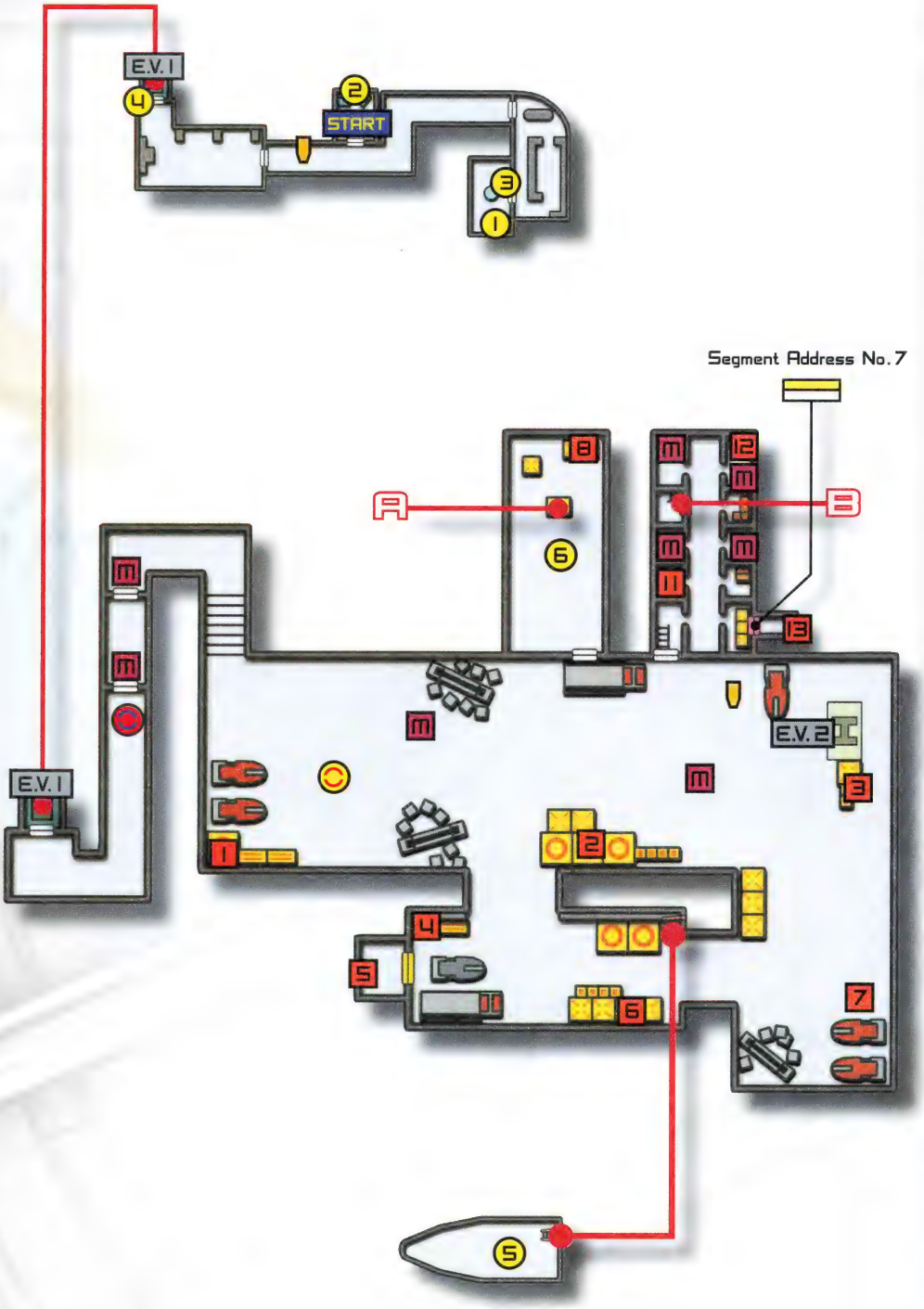
10 Tilt the glass to reach the catwalk.

11 Shut down the fan to reach the elevator.

12 Enter the hangar.

ENEMY DATA

NAME	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
VSS Emissive	Mech	C B	Ether	Bm/Th	1840	880	44	15	Scrap Iron	Junked Circuit
VSS Fresnel	Mech	B B	Ether	Bm/Th	2720	1180	48	15	Scrap Iron	Junked Circuit
VSS Rayleigh	Mech	—	Ether	Bm/Th/Pc	960	800	40	15	Scrap Iron	Junked Circuit

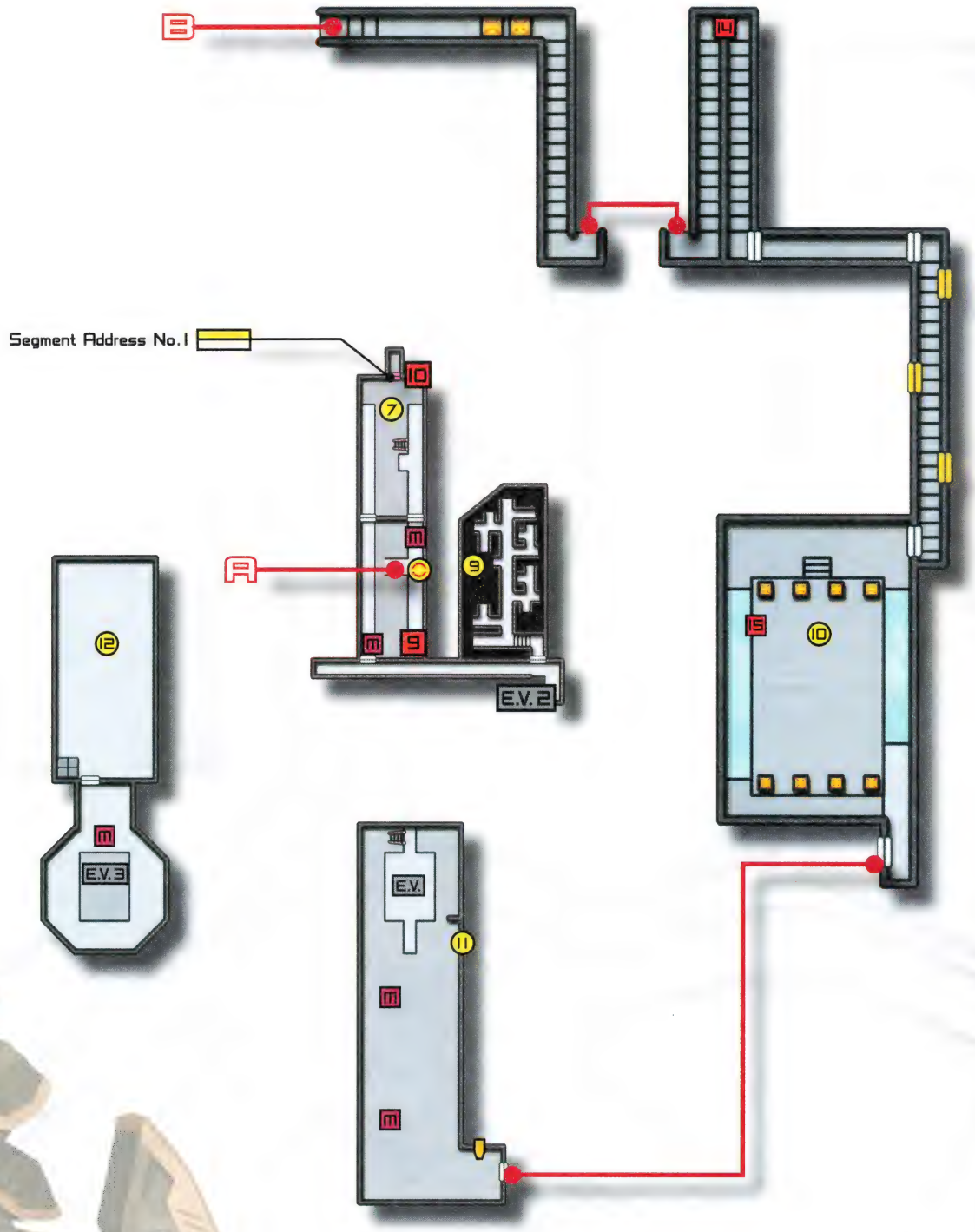


1 *Med Kit S x2*
2 *Ether Pack S x2*
3 *Med Kit L*
4 *Med Kit M*
5 *Decoder 18*
6 *Rejuvenator DX*
7 *Secret Key 7*
8 *Ether Pack M*
9 *Bio Sphere x2*
10 *Secret Key 8*
11 *Rejuvenator DX**
12 *Skill Upgrade E x2**
13 *Robot Part Left Arm*

**Items don't appear until boxes are knocked off the conveyor belts on the floor above.*

14 *Skill Upgrade C x2*
15 *Decoder 15**

**Chest appears when the box under the bottom-right corner of the glass floor is destroyed.*


B
Segment Address No.1
A
E.V.2
E.V.3
E.V.
COMBAT
CHARACTERS
ITEMS
SKILLS
R.M.W.G. DATA
ENEMY DATA
WALKTHROUGH
APPENDICES

TOP FLOOR

Find the communications room at the east end of the hall. Talk to Allen about a sedative, then return to Shion's room and inspect her bed to get some rest. Return to the communications room when Shion wakes up. Exit the room after the cut-scene and run to the west end of the hall and board the elevator to reach the restricted area.

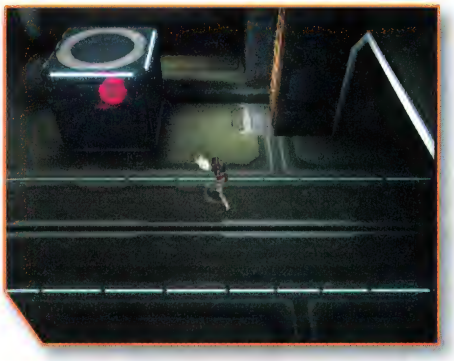
RESTRICTED AREA

Security is tight down below. Mechanized units patrol the floor in great numbers. Although Shion is on her own, she is well equipped for the upcoming battles. Her attacks are Thunder-based, which happens to be a weakness shared by all of the enemies.

The Dämmerung presents an excellent opportunity to level up and teach Shion new Skills. Defeat enemies while the SKL icon appears in the event slot so that Shion can collect lots of Skill Points after each battle. Most of the battles feature a VSS Emissive and a VSS Fresnel. The VSS Emissives are hologram projectors that don't attack, but they can "revive" a VSS Fresnel once per battle. Defeat the VSS Fresnel first so that Shion is facing three enemies per battle to enable her to collect several hundred Skill Points each time. Also, use the Psycho Pocket Skill to steal items from enemies. It's possible to steal both the normal and rare item from each enemy!

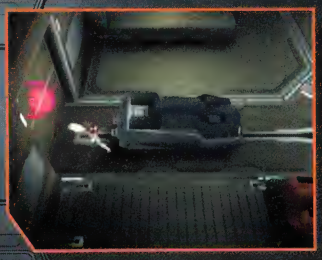
There are several Skills to purchase that help Shion survive. Focus 1 (Level 1, Class H) enables her to restore lost EP by using the Stock command. This is essential when using the Psycho Pocket Skill, because she quickly burns through her EP. With this Skill, she can easily end each battle with full HP and EP. Medica 2 (Level 2, Class C) is important for restoring her lost HP. Shion takes a pounding while waiting to defeat enemies when the SKL icon is visible. Consider purchasing Psycho Pocket (Level 1, Class H) early on, if you haven't done so already.

Follow the hallway from the elevator into a huge vehicle bay. Walk to the bottom of the room and enter the large vehicle docked in the middle. The big crates on the right side conceal a ladder, so smash them and climb the ladder to reach a weapons platform.



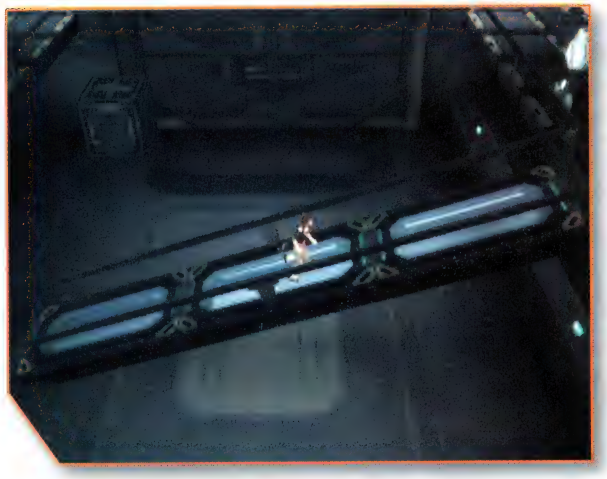
LOCKED TIGHT

The large metal door to the west that hides **Decoder 18** *is tough to destroy. To demolish it, attack it repeatedly until Shion uses all of her power.*



There are two guns on the platform. Use the gun on the left end to destroy a vehicle on the back wall and reveal a hidden doorway. The gun on the right is targeting a conveyor belt. Destroy the boxes on the conveyor belt to find **Secret Key 7**. It may be necessary to destroy multiple boxes. Shoot when the boxes are over and slightly to the left of the second vehicle on the ground floor.

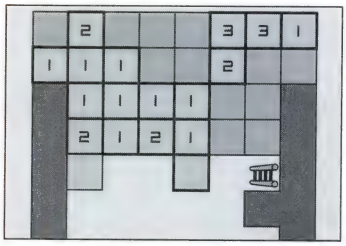
Climb down to the main floor and pass through the door revealed by the rampant destruction. Attack the pillar in the center of the room to make the catwalk fall, which creates a ramp to the floor above. Go up the ramp and head to the left to find a storeroom packed with boxes.



BOX PUZZLE

Before completing the puzzle, climb down to the bottom floor and carve a path through the boxes to the back wall. **Segment Address No. 1** is well hidden on the back wall. Shion should have Decoder 01 in her possession, so unlock the door and grab **Secret Key 8** from the yellow chest behind it. Reset the puzzle at the red panel after collecting the item.

Destroy a few of the boxes to create a bridge from the right catwalk to the left catwalk. Follow the diagram (see the image below) by destroying the number of boxes listed in each location. Demolish the boxes on the far right side of the room while Shion is standing on the boxes, not while she's on the floor. Create the bridge and cross the room to reach the second level of the vehicle bay.

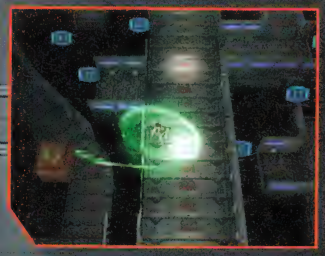


CONVEYOR BELTS

Access the computer next to the elevator on the right end of the catwalk. Use the elevator to save, then enter the door next to the computer monitor on the second floor. The following room consists of a series of conveyor belts. There's a number next to each belt. Go across the belts to the back wall and look for a number "4" on the left side. Drop into the hole next to it to reach the stairs in the storage room below.

MOVING ITEMS

There are two boxes on the conveyor belts. Attack the boxes to knock them off the belts and into the rooms below, then check those rooms to collect the items.



TILTING FLOOR

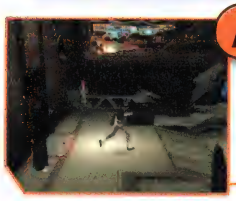
Go downstairs to the Research Block. The long hallway leads to a huge room with a giant pane of glass resting on eight large boxes. Check the red console on the back wall to get the basic instructions for this puzzle. Destroy the three boxes on the left side (two on the left side of the stairs and the one just to the right of them). Climb onto the glass and stand on the top-left corner until the glass tilts down. Cross the glass diagonally and stand in the bottom-right corner. The glass tilts again, slamming down and smashing the box underneath the corner. Follow the chest that appears across the room and check it to find **Decoder 15**.

Stand on the top-left corner again to tilt the glass. Walk onto the catwalk next to the bottom-right corner while the glass is tilted.

THE GIANT FAN

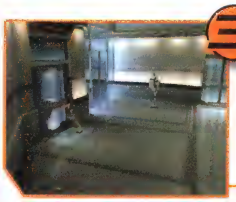
The giant fan in the next room makes it difficult to reach the elevator at the end of the hall. Push through the wind to the switch on the right wall behind a glass partition, which deactivates the fan. The wind is very strong, so walk down the middle and use the elevator platform in front of the fan for cover. By staying close to it, Shion can just barely reach the switch before she gets blown away. Climb the ladder next to the fan and use the elevator to reach the hangar.

ELSA



Enter the bridge.

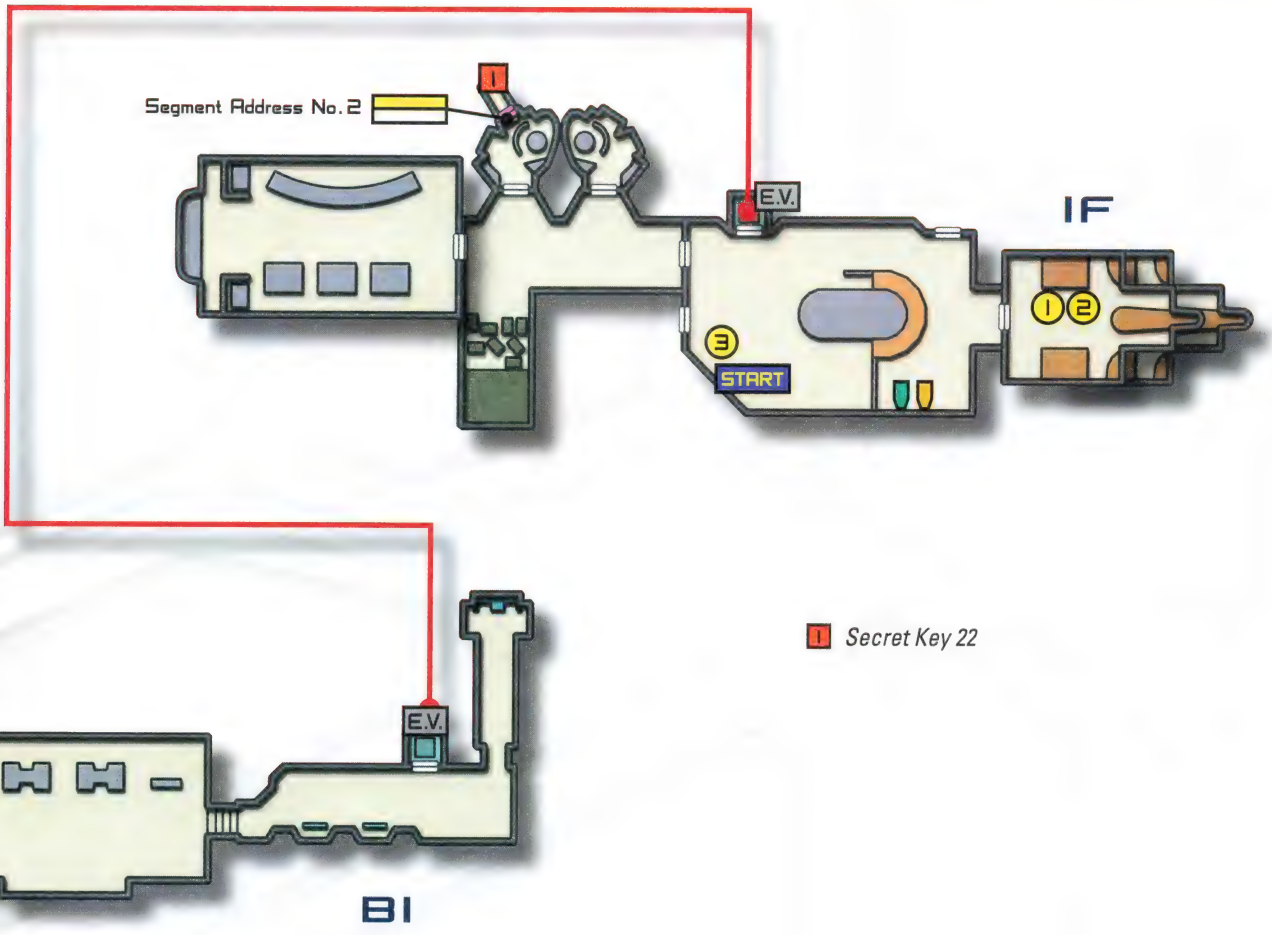
Ask Captain Matthews to head for Old Miltia.



Enter the hangar.

GS CAMPAIGNS

Event	Timing	Reward	Page No.
27: The Master Bartender	When Elsa is available	Decoder 14	page 176
32: For the Captain!	When Elsa is available	Secret Key 19, KOS-MOS' X-Buster Special Attack, Jin's Swimsuit, Skill Upgrade E (x40), and Power Strike Double Attack	page 179



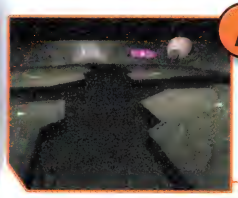
1 *Secret Key 22*

The Elsa provides a nice break in the action and gives the party a chance to complete another side event and access some Segment Addresses. Enter the bridge to meet with the team and explore the Elsa to check out its new design. Return to the bridge and speak to Captain Matthews when you're ready to move onward. Enter the hangar after a rough ride to launch the E.S.

REVISITING THE PAST

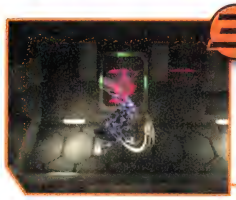
This is a good time to check on a couple of Segment Addresses. Open the Segment File and locate Addresses 14 and 15 (if you've been following this walkthrough) along with their Decoders. Use the U.M.N. simulator to return to Old Miltia and Subconscious Domain (Winter). Segment Address No. 14 in Old Miltia hides Decoder 07 *and* Robot Part Right Arm. *Segment Address No. 15 in Subconscious Domain (Winter) is hiding* Secret Key 5, *which unlocks the Level 2 Class D skill* Stock 1. *Now that the party has Decoder 07, they can also revisit the Dämmerung Restricted Area to unlock* Segment Address No. 07 *and acquire* Robot Part Left Arm. *Now that both Robot Arms have been acquired, take the elevator and stairs down to the Robot Academy in the Elsa for a surprise!*

ORMUS STRONGHOLD



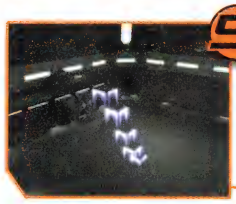
1 Unlock the entrance to Ormus Stronghold.

2 Disembark from the E.S. and activate the elevator.



3 Demolish the airlock on the surface.

4 Conquer Pilum and Scutum.



5 Create the sky bridge.

6 Return to the E.S. hangar.

7 Cross the sky bridge.

8 Solve the elevator puzzle.

9 Move the boxes to create a bridge.

10 Find the way through the transporters.

11 Beat Orgulla.

12 Destroy the energy conduits.

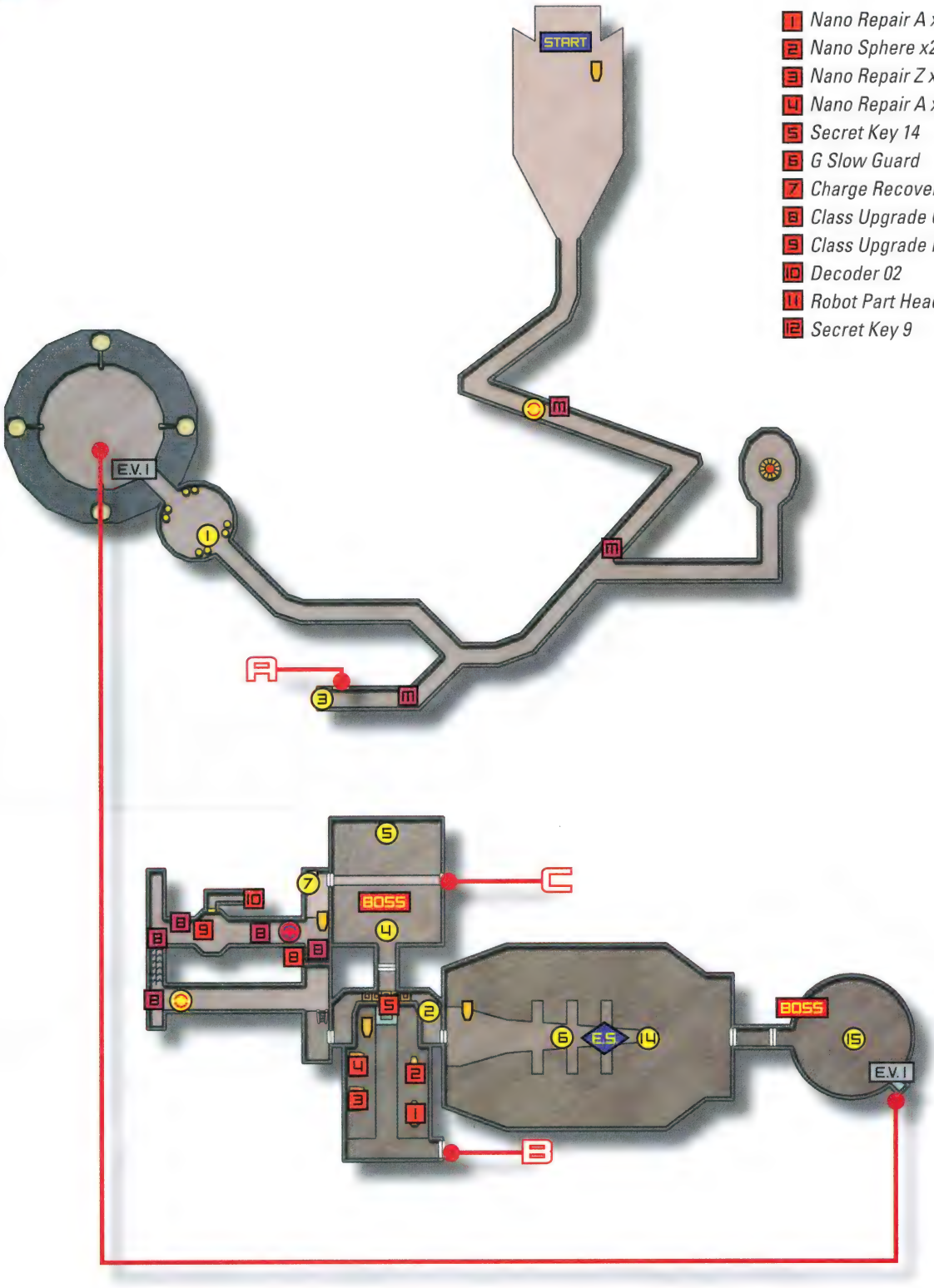
13 Activate the self-destruct mechanism.

14 Retreat to the E.S. Hangar within 30 minutes.

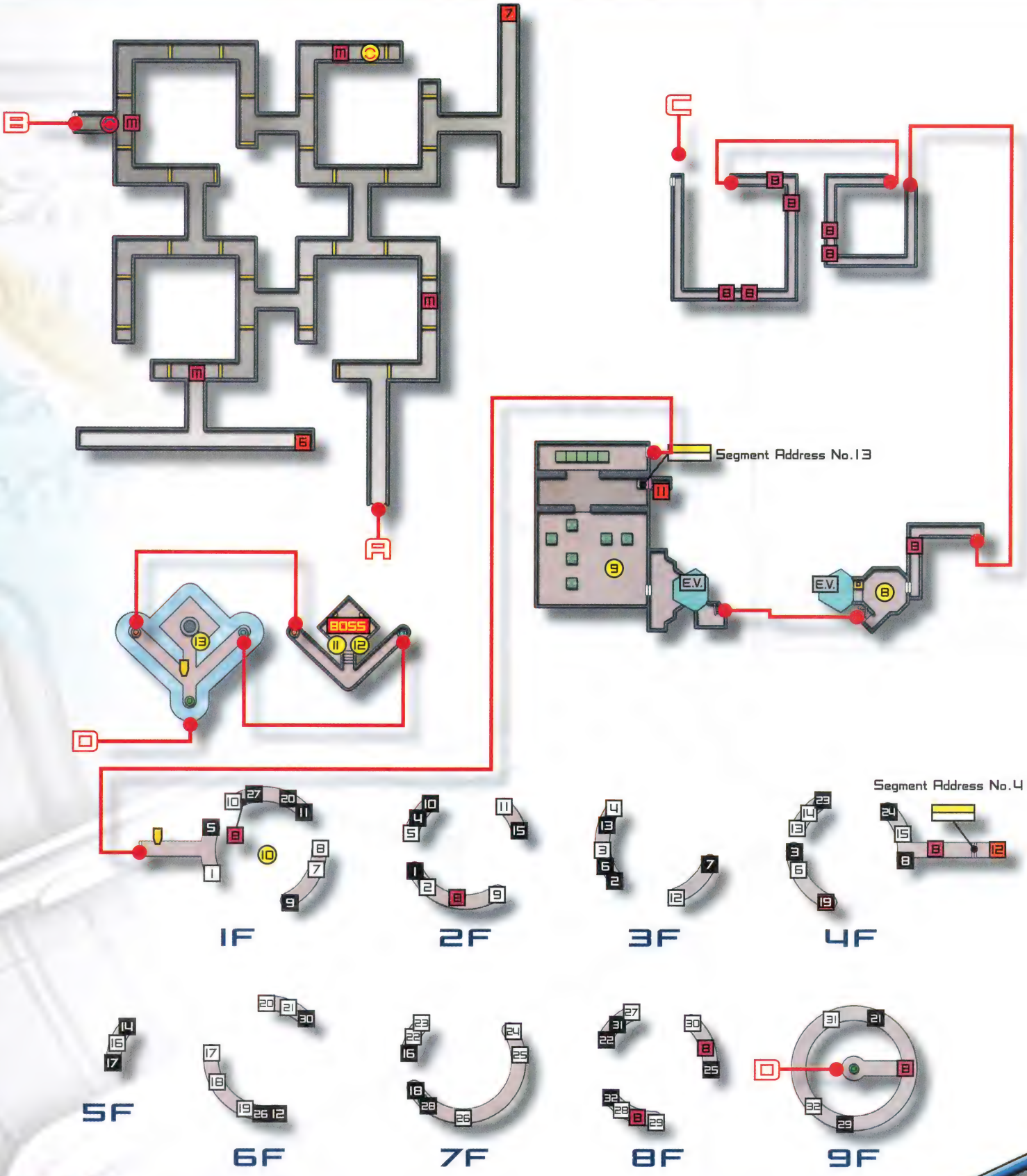
15 Defeat the E.S. Issachar.

ENEMY DATA

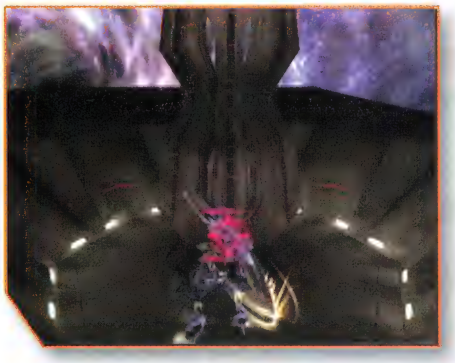
NAME	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Calx II Prototype	Bio	C B	—	Bm/Th/Fi	3360	1920	78	—	Med Kit S	Antidote H
Cera 6 F	Mech	—	—	Au/Pc	3040	960	—	—	Scrap Iron	G Stun Guard
Cera 7 F	Mech	—	Physical	Au/Sl/St	3520	1100	—	—	Scrap Iron	Anti-Beam Armor
Executus Arma	Mech	—	Ether	Bm/Th/Pc	4160	1200	—	—	Nano Repair A	EF Circuit A
P.S.S. – A	Bio	—	—	Bm/Th	2880	1540	64	—	Bio Sphere	Skill Upgrade A
P.S.S. – B2	Bio	B C	—	Au/Fi/Sl	1800	1300	54	—	Ether Pack S	—
P.S.S. – C	Bio	C B	—	Au/Fi/Sl	1580	1400	60	—	Med Kit S	Revive S
P.S.S. – P2	Bio	B B	—	Au/Fi/Sl	1420	1240	50	—	Med Kit S	—
Yacud Cannon	Mech	—	—	Bm/Th/Pc	2000	820	—	—	Scrap Iron	Junked Circuit
Vive II Prototype	Bio	B B	Physical	Au/Ic/Pc/Sl	2560	1760	72	—	Ether Pack S	Antidote L



1. Nano Repair A x2
2. Nano Sphere x2
3. Nano Repair Z x2
4. Nano Repair A x4
5. Secret Key 14
6. G Slow Guard
7. Charge Recover
8. Class Upgrade C x6
9. Class Upgrade B x6
10. Decoder 02
11. Robot Part Head
12. Secret Key 9


Segment Address No.13
Segment Address No.4
BOSS
E.V.
E.V.
1F
2F
3F
4F
5F
6F
7F
8F
9F

GAINING ENTRANCE



Follow the ramp down to a narrow walkway. Travel to the first intersection and go east. Destroy the object in the alcove at the end to reveal another **Encephalon Dive Device** like the one in MOMO's subconscious. Return to the main path and travel south. Continue northwest at the next intersection to reach the entrance to Ormus Stronghold.

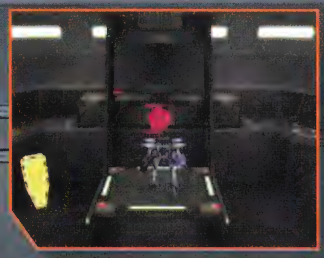
The entrance to the stronghold is locked tight. There are four round balls surrounding the huge doors and a small circular area prior to the doors with four pairs of pillars numbered 1 to 4. Attack the small pillars to turn the large balls that are part of the locking mechanism. Turn each ball so that the slot is facing the pole sticking into the door. The green lights on either side of each ball turn dark when the ball is properly positioned. When all four locking mechanisms are properly turned, the doors open and an elevator rises.

Ride the elevator and enter the airlock at the bottom. There's an E.S. hangar beyond the airlock. Disembark from the E.S. when asked. Pass through the door to the left and press the large red button on the floor to activate an elevator. Return to the E.S. and travel back to the surface.

Follow the path to the southwest at the first intersection and destroy the airlock at the end. The area behind the airlock is a maze-like section of catwalks. Follow the map to collect the items from the two chests and access the doors on the west side. Save at the save point, ride the elevator at the back, and enter the room that follows.

INDESTRUCTIBLE BOX?

Only the E.S. can destroy the huge box on the walkway behind the elevator. Stand at the back of the elevator and attack the box as soon as it's targeted. The party will be using that path soon enough. Fail to destroy it now and you'll be forced to backtrack later.



PILUM AND SCUTUM

PILUM	
Type	Mech
Break	—
W.ATK.	Physical
W.ATR.	Pc/St
HP	17,700
EXP	4000
S.Pts	—
C.Pts	—
N.Item	Anti-Thunder Armor
R.Item	Tuned Circuit

Pilum and Scutum are back, but the party is better equipped for the battle this time. Prepare for this battle by making a few changes to the party. Switch Shion with chaos, so she's riding in the E.S. Asher with Jr. and chaos is copiloting E.S. Dinah with KOS-MOS. Replace Ziggy in the E.S. Zebulun with Jin. These switches change each E.S.'s 200% Special Attack. The E.S. Asher has the Gatling Blast, the E.S. Dinah uses the Chained Blast, and the E.S. Zebulun has the Golden Bow. These attacks are much more effective against the enemies' weaknesses. Also, switch the order so that E.S. Zebulun and E.S. Dinah begin the battle with E.S. Asher in reserve.

Start by Stocking for two turns and unleashing Chained Blast and Golden Bow on Scutum. Use Boost to speed up the assault and Scutum should fall before anything serious occurs. Use the E.S. Zebulun's Ether Skills to restore the E.S. Dinah, then switch the E.S. Zebulun with the E.S. Asher. Finish the battle by Stocking and targeting Pilum with the powerful Gatling Blast and Chained Blast. Pilum should collapse just as quickly as Scutum.

SCUTUM	
Type	Mech
Break	—
W.ATK.	Ether
W.ATR.	Bm/Au/Th
HP	19,200
EXP	5000
S.Pts	—
C.Pts	—
N.Item	Anti-Fire Armor
R.Item	Charge Boost

There's a good chance that Pilum will unleash its ultimate attack, the Naglfar Third Portable Weapon. This Beam attack is capable of 6000+ points of damage, so keep all of the E.S.s above 7000 HP throughout the battle. Pilum seems less likely to use the attack if Scutum is destroyed very quickly.

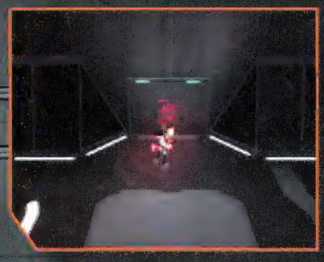
BACK ON FOOT

Cross the room after the boss battle. Press the switch on the wall to create a walkway above the room. Backtrack to the E.S. hangar and disembark. Enter the room to the left and pass through the door on the opposite side. Get back in the E.S.s if the path is blocked by a large box and return to the elevator before the first boss and destroy the box while riding on the elevator. Otherwise, pass through the second door and climb the ladder at the back of the room.

This area is inhabited by soldiers. Switch the battle party to Ziggy, chaos, and Jin. Pass through the first hallway and ride the escalator up. Follow the hall to the right to find a second ladder. Climb up and save before entering the next door.

REINFORCED DOOR

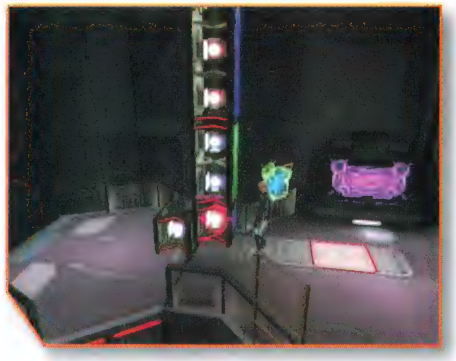
The door in the center of the middle hallway is very sturdy. Attack it repeatedly to break it down. Check the hall behind it to find **Decoder 02.**



Cross the sky bridge to find a narrow walkway that twists through a dangerous landscape. Follow the walkway to its end. Along the way the party encounters P.S.S. – A enemies for the first time. These flying soldiers are well out of the reach of the current party, so switch to Shion, MOMO, KOS-MOS, or Jr. All of these characters can hit airborne targets, but Shion's attacks are most effective.

ELEVATOR PUZZLE

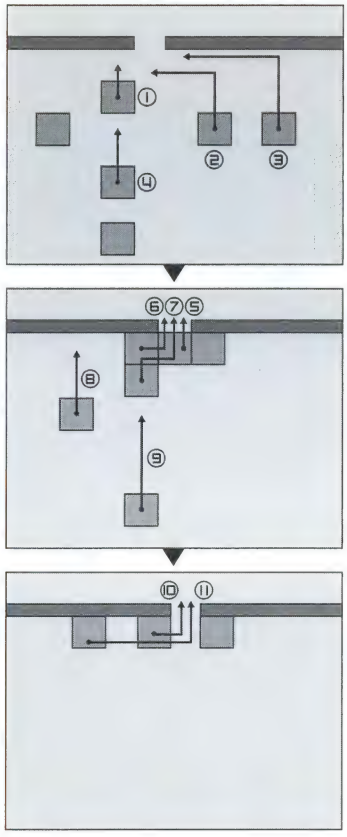
The walkway leads to a puzzle. There's an elevator and a large stack of blue and green objects. To lower the elevator, push the objects onto it. The challenge is to determine exactly which objects go on the elevator and which ones need to be destroyed. The solution is actually very simple. Stand to the right of the stack, face west, and push the green objects onto the elevator, then stand below the stack, face north, and demolish the blue objects.



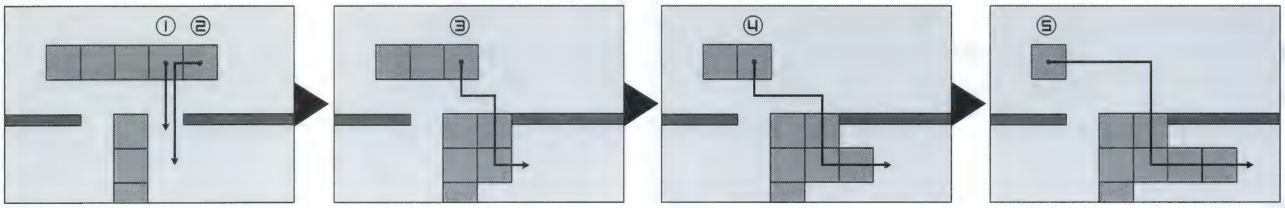
Climb down the ladder when the stack is gone. Step onto the elevator and destroy the bottom object. The elevator rises to the ledge on the left side.

BOX PUZZLES

The room after the elevator features a large pit in the center and two stacks of boxes. The boxes are used to create a bridge across the pit. Those at the front slide when hit until they encounter a wall, another box, or fall into the pit. Follow the diagrams (see images to the right) to solve the puzzle.

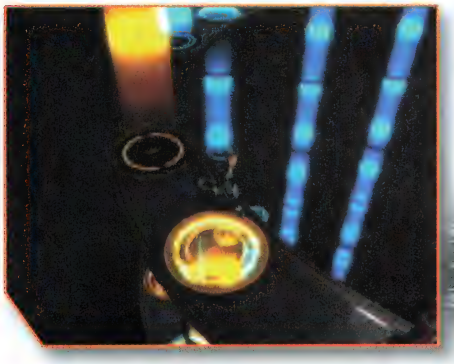


The green boxes on the far side of the room are used to reach **Segment Address No. 13**. These boxes move one space at a time. Follow the second set of diagrams (see images at top of the next page) to reach the red door on the right side of the pit.



TRANSPORTERS

Next, the party encounters a room of blue and orange transporters. The blue transporters carry the party up, while the orange ones carry them down. The transporters automatically transport the party when they stand in the center of a colored pad for a moment. Stay to the side to go around those that aren't needed. Refer to the following plan to get to the bottom, then enter the green transporter in the center.



Floor 1: TP 1
Floor 2: TP 9
Floor 1: TP 7
Floor 3: TP 12
Floor 6: TP 18
Floor 7: TP 25
Floor 8: TP 30
Floor 6: TP 21

SEGMENT ADDRESS NO. 04

To get to Segment Address No. 04, follow this path from the start:
Floor 1: TP 1 Floor 2: TP 9 Floor 1: TP 8

Then return to the start by:
Floor 4: TP 15 Floor 2: TP 11 Floor 1: TP 10 Floor 2: TP 5

Save your game and use the blue transporter to the right to reach the core and the next boss. Note that the entrance to the boss's room is disguised holographically as the front corner of the core near the middle of the walkway. Walking close to the corner will reveal the entrance, however.

ORGULLA

ORGULLA	
Type	Bio
Break	B C B B
W.ATK.	Ether
W.ATR.	Th/St
HP	10,000
EXP	27,000
S.Pts	1800
C.Pts	1800
N.Item	Skill Upgrade E
R.Item	Awakening II

ORGULLA (MANES FORM)	
Type	Bio
Break	C B B
W.ATK.	Physical
W.ATR.	Fi/Pc
HP	18,000
EXP	27,000
S.Pts	1800
C.Pts	3600
N.Item	Skill Upgrade E
R.Item	—

Start this battle with Shion, KOS-MOS, and Jin. Strengthen their attacks by using Thunder Sword on KOS-MOS and Jin. Stock up and launch a series of attacks. Either Jin or KOS-MOS should lead the assault to put Orgulla in the Air. Boost the others behind the leader and unload with everything in their arsenal. Make sure one or two of these fighters have the Medica All Skill. Orgulla's scatter attack can be a major problem without it.

AWAKENING II

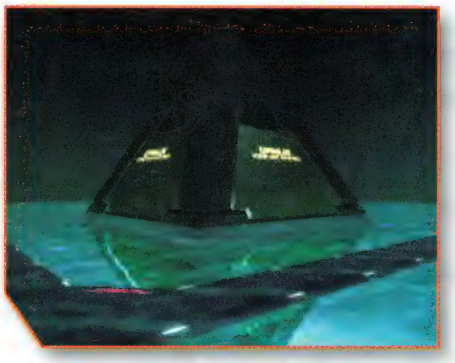
Use Psycho Pocket to steal Awakening II *from Orgulla while she's in her first stance. This item provides the Gravity Bomb Double Attack for Shion and KOS-MOS. Keep in mind that if Orgulla returns to her original stance near the end of the battle, the Awakening II can be stolen a second time.*

Nearly halfway through the battle, Orgulla's pose changes and so do her attributes. Switch Shion and Jin out of the party in favor of Ziggy and either MOMO or Jr. Orgulla's attack power increases greatly in this new stance, so MOMO's low HP may be a problem if the boss targets her. Infuse KOS-MOS, MOMO or Jr. with the power of fire by using Flame Sword on them. Stock up again and unleash a chain of attacks starting with Ziggy this time. He Downs the enemy instead of making her airborne. KOS-MOS Airs the opponent if she leads, which puts her out of Ziggy's reach. Note that defeating Orgulla in her Manes (blue sword) form awards twice the C. Pts.

Orgulla may return to her original stance if it takes the party too long to finish her off. If so, change back to the original battle formation to finish her off.

COUNTDOWN TO DESTRUCTION

Destroy the four energy conduits after the battle by attacking one of them. Climb the stairs to the south and return to the ground level where the core dropped. Save your game and enter the front of the core to find a self-destruct device.



The fuses must be arranged so that all four paths to the self-destruct device are the same length. Attack the light on the far left (1) to adjust the fuse so that it follows the northwest path instead of the northeast one. The two in the center also need to be adjusted. Move the left fuse (2) down, so it's as long as possible. Then move the fuse on the right (3) up so the spark follows the zigzag path to the center. Do not bother with the two fuses closest to the console, nor with the fuse furthest from the console to the north.

Access the console at the bottom of the room and ignite the fuses. The activation sets the self-destruct mechanism in motion. The party has 30 minutes to evacuate. Backtrack to the transporter maze. The path out is as follows:

Avoid fights as much as possible. The narrow path that winds upward can be a problem. The space is too narrow to get around larger enemies, so escaping from battle becomes pointless. Any P.S.S. soldier is small enough to get around though, so skip those battles. There's plenty of time if you want to fight, but be quick. Don't try to steal items or anything extra. Defeat the enemies and move on. Get back to the hangar and board the E.S.s. Pass back through the airlock and prepare for one last battle.

E.S. ISSACHAR

Type	Mech
Break	—
W.ATK.	—
W.ATR.	Au/Ic/Pc/Sl
HP	30,400
EXP	10,000
S.Pts	0
C.Pts	0
N.Item	EMAX300
R.Item	—

Switch copilots before this battle begins. Put Jin in the E.S. Asher and chaos in the E.S. Zebulun. This change gives the E.S. Asher the Wings of Light Special Attack while the E.S. Zebulun gains the use of the Ice Rondo. The battle strategy is fairly straightforward here. Stock twice and use the Special Attacks. The only trick is the field that surrounds the E.S. Issachar. Shortly after the field is generated, the boss unleashes the Genesis attack, which can inflict around 6000 points of Thunder damage to both battle party members. Prepare for the attack by healing as soon as the field is generated.

SUBMERGED CITY

1 Speak to Captain Matthews in the Elsa.

2 Enter the Elsa's hangar.

3 Attack the overpass to create a bridge.

4 Destroy the support to form a ramp.

5 Divert the flowing water.

6 Defeat the Naglfar Cannons.

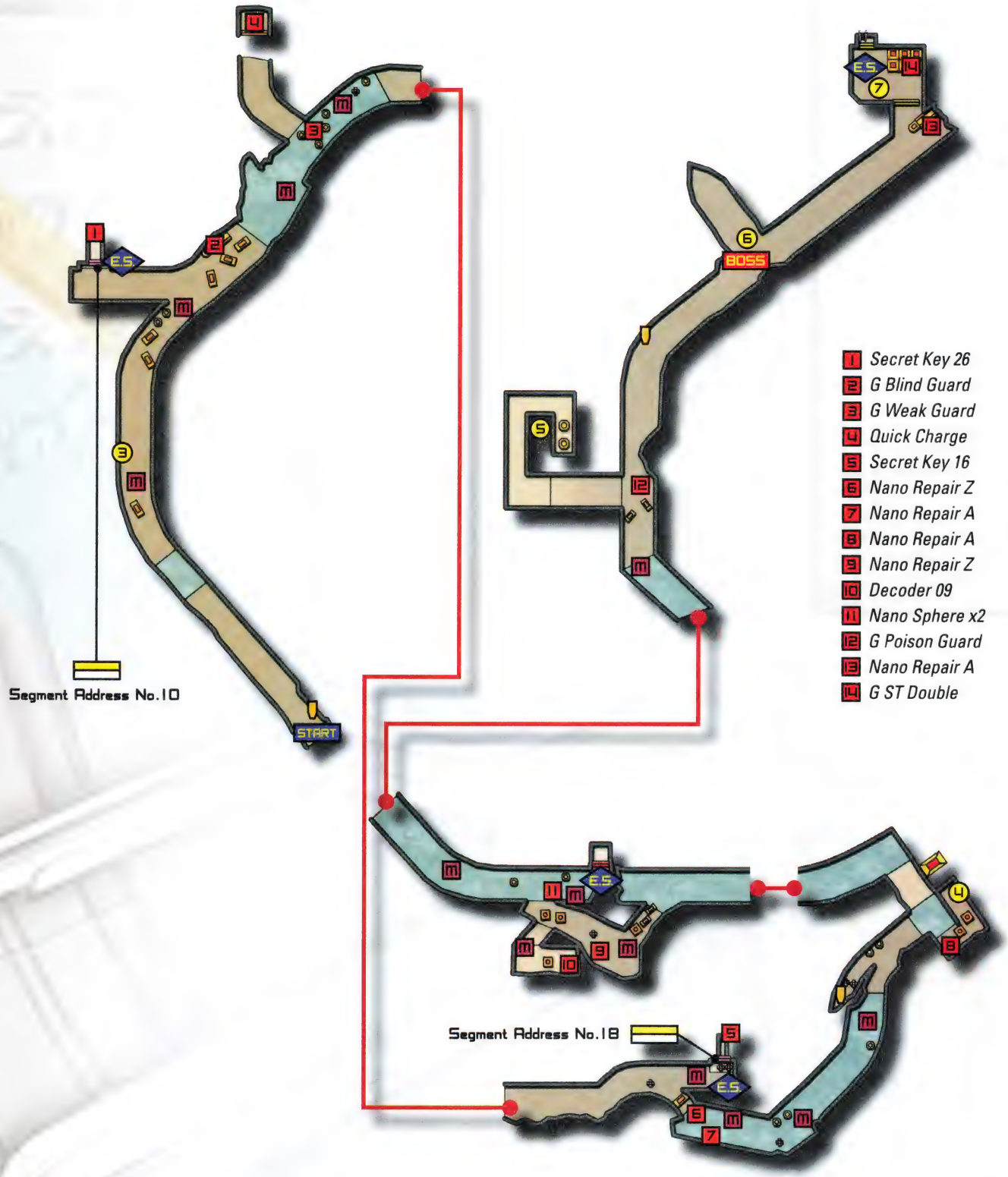
7 Enter Labyrinthos.

ENEMY DATA

NAME	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Auto Intercept Pod	Mech	—	—	Bm/Th/Pc	1440	400	—	—	Scrap Iron	Junked Circuit
Kfuga Valy	Mech	—	Physical	Sl/St	2240	900	—	—	Scrap Iron	Junked Circuit
Leviat	Mech	—	Ether	Bm/Th/Fi	4800	1800	—	—	Scrap Iron	G Weak Guard
Leviat Officer	Mech	—	—	Bm/Th/Fi	4800	1980	—	—	Scrap Iron	EF Circuit B
O-88 Delphinus	Mech	—	Physical	Au/Sl	17,600	4000	—	—	Junked Circuit	G Power Charge

GS CAMPAIGNS

Event	Timing	Reward	Page No.
04: ZAZA's Great Adventure	After Ormus Stronghold	Skill Upgrade D (x20), Rejuvenator E	page 157
06: Ultimate Recipe	After Ormus Stronghold	Decoder 17	page 158
10: The Legendary Blue Flower	After Ormus Stronghold	Secret Key 15	page 162
12: More Water Works Woes!	After Ormus Stronghold & GS 11	Secret Key 12	page 164
14: The Songstress' Wish	After visiting Old Miltia	Secret Key 21	page 166
15: The Bride's Dilemma	After visiting Old Miltia	Secret Key 17	page 167
17: The Trouble with Bonny	After visiting Old Miltia and GS 09 and GS 23	Dual Spell Ray Double Attack	page 168
18: Message from a Hero	After visiting Old Miltia	Unlock Code	page 169
20: A Grimy Heart of Gold	After visiting Old Miltia	King's Key	page 170
22: Challah and Chutzpah	After Ormus Stronghold	Cross Fist Double Attack	page 172
23: Stolen Memory	After Ormus Stronghold	Fiery Ritornelle Double Attack	page 172
29: A Big Fish Tale	After Ormus Stronghold	Decoder 16	page 178
30: Five Little Kitties	After visiting Old Miltia and GS 19	Cross Hilbert Double Attack	page 178
31: Memories Last Forever	After Ormus Stronghold	Vault Key	page 179
33: Encephalon Adventure	After Ormus Stronghold	Secret Key 18	page 180
34: Miltian Romance	After Ormus Stronghold	Lion Heart Double Attack	page 182



1 Secret Key 26
2 G Blind Guard
3 G Weak Guard
4 Quick Charge
5 Secret Key 16
6 Nano Repair Z
7 Nano Repair A
8 Nano Repair A
9 Nano Repair Z
10 Decoder 09
11 Nano Sphere x2
12 G Poison Guard
13 Nano Repair A
14 G ST Double

GETTING UNDER WAY

Return to the Elsa at the dock area and find Captain Matthews in his chair on the bridge. Speak to him to initiate travel to Old Miltia. Enter the Elsa's hangar to launch the E.S.s when the ship arrives.

GS PATH

This is another chance to follow the GS Path. Numerous side events are available. Take some time to complete them before talking to Captain Matthews about leaving. However, many of them only become available after visiting Old Miltia. You can talk to Matthews, travel to Old Miltia, then immediately return for more GS Campaigns.

EXPLORING THE SUBMERGED CITY

Follow the road. The pavement is badly damaged. Shoot the ledge where the overpass is broken to create a ramp. Also, look for a ramp on the left side that seems to lead to a gap with a wall on the opposite side. Shoot the wall to create a bridge to a chest.

FLYING ENEMIES

The Kluga Valys hover over the ground. This gives them the ability to fly over the water where the E.S.s can't strike them. Shooting them or launching a Special Attack is the only option when they're in this position.

SEGMENT ADDRESSES NO. 10 & 18

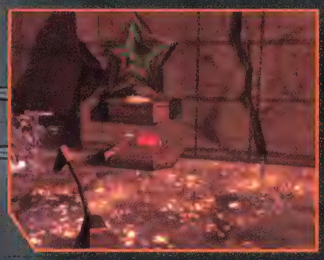
West of the first intersection is Segment Address No. 10. *Inspect the ledge next to the door to get the option to exit the E.S. Check the door on foot to add it to the Segment File, then get back in the E.S. in the same manner.* Segment Address No. 18 *is further down the road, but the drill is the same.*

O-88 DELPHINUS

The enemy known as the O-88 Delphinus appears in several places throughout this area. It's an extremely powerful enemy, so it deserves special attention. Put Jin in E.S. Asher for the Wings of Light Special Attack, chaos in E.S. Dinah for the Chained Blast Special Attack, and Shion in the E.S. Zebulun for the Starlight Arrow Special Attack. These three Special Attacks can rapidly reduce the enemy to scrap metal. Also, move one E.S. behind the enemy during these battles to ensure a few back attacks.

TOYS UNIVERSE

Don't miss out on the Toys Universe building if you're working on GS Campaign No. 26



Take a moment to save your game and continue down the road. Climb the ramp at the dead end and blast the support beam at the top. Walk back down the ramp and use the new path to get deeper into the city.

FALLING WATER

A waterfall is blocking the road just before the boss. Follow the path to the left and climb the ramp at the end. Attack the two fuel pods to knock them into the water. Backtrack down the ramp and attack the fuel pod closest to the street. The explosion diverts the water and clears the street. Save your game up ahead and take a moment to prepare for the next enemy. Put Shion in the E.S. Dinah so the Tornado Fist Special Attack is available. The other assignments aren't nearly as important as this one.

NAGLFAR CANNONS

Type	Mech
Break	—
W.ATK.	—
W.ATR.	Bm/Au/Th/ Fi/Ic/Pc/ Sl/St
HP	35,200
EXP	15,000
S.Pts	—
C.Pts	—
N.Item	Charge Clean
R.Item	EMAX300

Take the E.S. Dinah and the E.S. Zebulun into battle. The E.S. Dinah deals the bulk of the damage, but the E.S. Zebulun keeps them both running. This battle is against the Naglfar and four Kfuga Valys. Stock the attacks of both E.S.s on the first two turns. Begin attacking the Kfuga Valys to limit the damage taken. The Naglfar Cannons can replace them, but attack them with the E.S. Dinah's gun and the E.S. Zebulun's Rain Arrow Special Attack to stay ahead of the enemies and limit the damage they can cause.

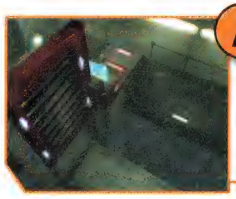
The Naglfar Cannons are protected by a shield. Attack the guns to slowly drain the shield. Launch the E.S. Dinah's Tornado Fist Special Attack when the shield drops completely and the cannons are vulnerable. The attack is devastating and makes the boss easy to finish off. Also, since this boss is weak to literally every attribute, any Special Attack with more than one attribute, such as Tornado Fist and Golden Bow, will do considerable damage.

Beware of the cannon. Quickly repair damage when the ship begins to charge for a shot. The ship can't perform any other actions while charging, so it's also an excellent time to demolish all four of the Kfuga Valy enemies.

ENTERING LABYRINTHOS

Continue to follow the road after the battle. The road comes to a dead end and there's no way around this time. Destroy the barricade on the left, disembark from the E.S.s, and climb down the ladder to reach Labyrinthos.

LABYRINTHOS

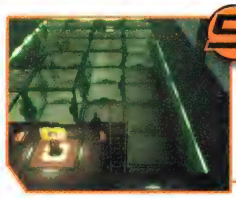


1 *Unlock the gate to reach the water room.*

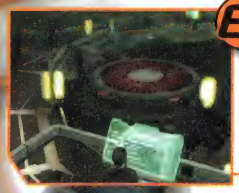
2 *Even the water level to clear the path.*

3 *Ride the shuttle to the core.*

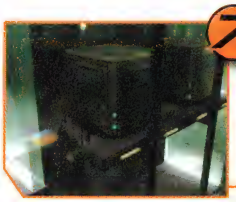
4 *Find a way over and under the gates.*



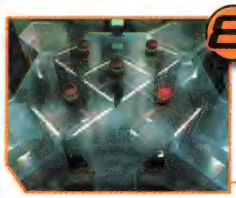
5 *Knock over the boxes to create a bridge.*



6 *Open the first half of the gate.*

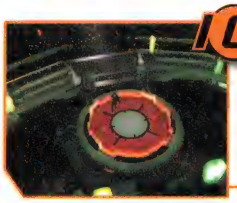


7 *Weave through the storage room.*

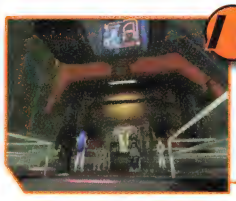


8 *Rearrange the walls to create a tunnel.*

9 *Open the second half of the Gateway.*

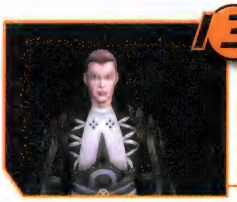


10 *Ride the elevator to the main terminal.*



11 *Use the control panels to unlock the main terminal.*

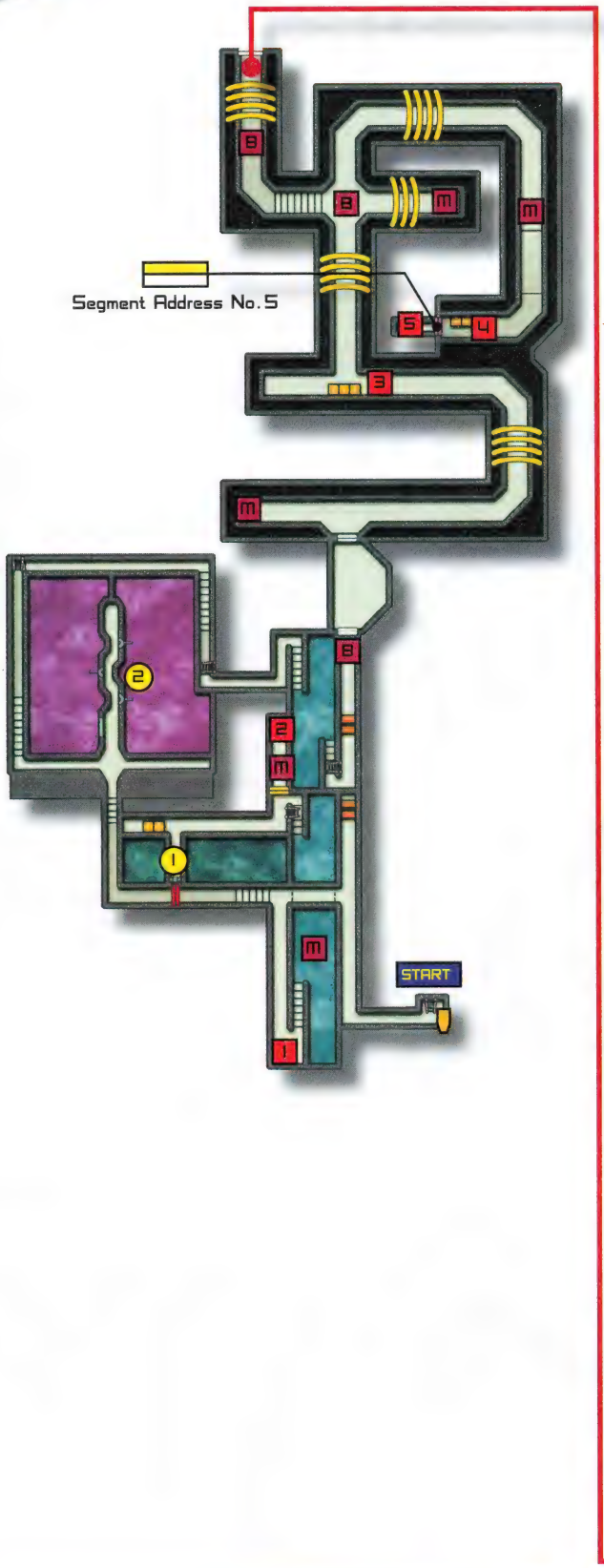
12 *Press the switch in the main terminal to open "Lock B".*



13 *Defeat Margulis.*

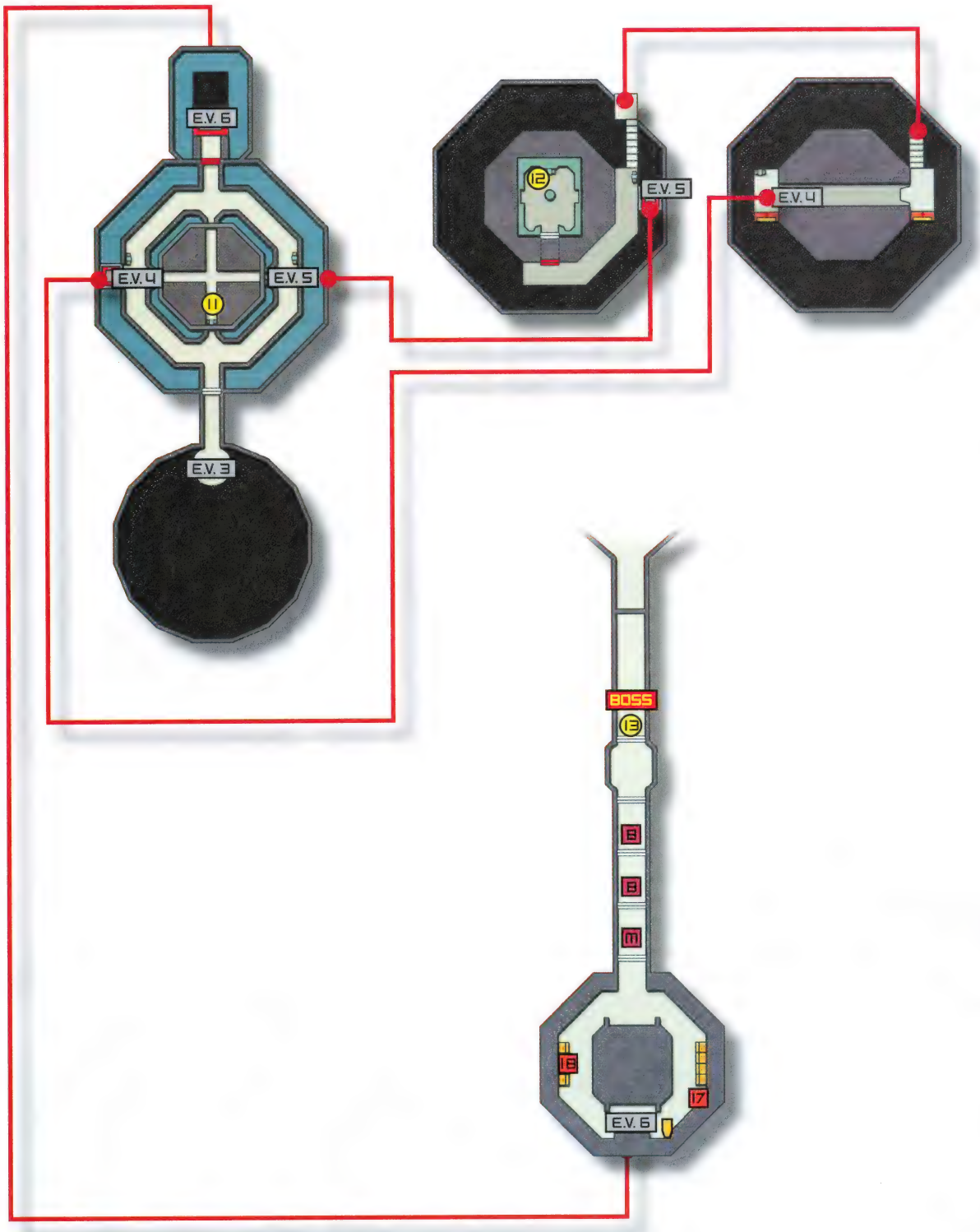
ENEMY DATA

NAME	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Calx II Revised	Bio	C B	—	Au/Th	4960	2400	88	—	Med Kit S	Antidote H
O-78 Grisly 2	Mech	C B	Ether	Bm/Th/St	3520	1920	74	—	Scrap Iron	Junked Circuit
P.S.S. – B2	Bio	B C	—	Au/Fi/Sl	2720	1700	54	—	Ether Pack S	—
P.S.S. – C	Bio	C B	—	Au/Fi/Sl	3120	1940	60	—	Med Kit S	Revive S
P.S.S. – F	Bio	B C	—	Au/Fi/Sl	2400	1860	64	—	Ether Pack S	Class Upgrade A
P.S.S. – P2	Bio	B B	—	Au/Fi/Sl	2080	1600	50	—	Med Kit S	—
P.S.S. – S	Bio	C C	—	Au/Fi/Sl	2400	1780	60	—	Med Kit S	Bio Sphere
Revised Carnicos I	Mech	C C	Ether	Bm/Th	3840	2120	70	—	Scrap Iron	Junked Circuit
Revised Testud	Mech	C C	Ether	Bm/Th	2640	1900	78	—	Scrap Iron	Junked Circuit
Vive II Revised	Bio	B B	Physical	Au/Fi/Pc/Sl	4160	2200	82	—	Ether Pack S	Antidote L



1. Med Kit S x2
2. Secret Key 13
3. Skill Upgrade A x5
4. Antidote H x2
5. Secret Key 20
6. Med Kit S
7. Decoder 05
8. Boost Max
9. Rejuvenator E
10. Bio Sphere
11. Skill Upgrade D x5
12. Antidote L
13. Med Kit M
14. Rejuvenator DX
15. Class Upgrade B x6
16. Boost Max
17. Bio Sphere
18. Antidote H

C
D
B
A
Stairs 1
Stairs 2
Stairs 3
Stairs 1
Stairs 2
Stairs 3
Stairs 1
Stairs 2
Stairs 3


E.V. 6
E.V. 4
E.V. 5
11
E.V. 3
12
E.V. 5
E.V. 4
BOSS
13
8
8
m
18
17
E.V. 6

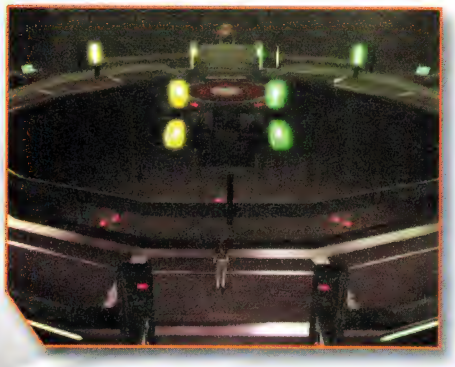
ENTERING LABYRINTHOS

Place Shion, Ziggy, and chaos in the battle party. Ziggy and chaos are effective against the biological enemies in the area. Shion can devastate the mechanical enemies. Use Ziggy or chaos to Down mechanical opponents before Shion attacks to enable her to eliminate most of them with a quick ●, ●, ● combo.

The path is blocked by a gate. There's a control panel to the right, but it's on a higher level. Use the stairs near the start to drop down to the canal and climb the ladder in the water to reach the panel. Use the panel and backtrack through the gate to reach the next room.

WATER PUZZLE

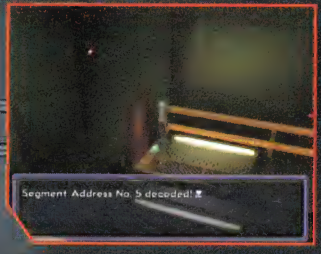
The room is flooded on one side and the water is blocking the party's progress. To clear the path, the water must be evened out. Notice the marks on the wall. The water on the right is at 3 while the water on the left is at -3. The water level must be at 0 on both sides to be passable. The control panels on the center divide control the water by adding units to the side they're on while taking the water from the opposite side. Solve the puzzle by using the consoles in the following order: 6, 5, 6, 2, and 2.



Pass through the halls to the shuttle and ride the shuttle car to the core area. Most of the halls that intersect with the core are blocked at this time, so enter the hall just to the left of the entrance to find a gate puzzle.

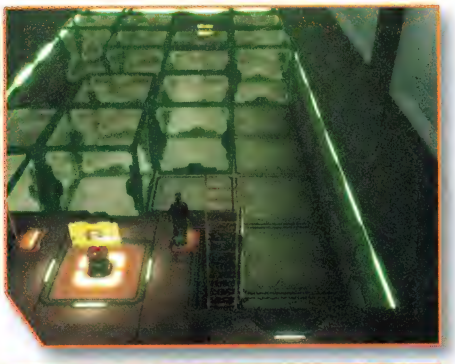
SEGMENT ADDRESS NO. 05 AND DECODER 05

Decoder 05 *is located in the top fork of the core area. Grab it and hike back to* **Segment Address No. 05,** *which was in the previous area.* **Secret Key 20** *is hidden inside the chest behind the door.*



GATE PUZZLE

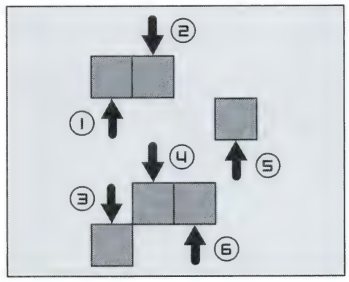
There are four gates in this area. Start by pressing switch A and passing through the first gate to get the **Rejuvenator E** from the back of the room. Return to the start and use switch B followed by switch A again. Cross the tops of the first two gates and the third one on the north side of room. Press switch C to open the gate behind the party. Finish by pressing switch D and return to the floor via the stairs on the other side of the lowered gate. The path is now open to the next room in the northeast corner.



BOX PUZZLE

Huge crates are stacked around this room. Attack the crates so that they fall in a pattern that creates a bridge. Follow the diagram (see below) to reach the exit and the chest in the northwest corner of the room.

The exit leads back to the core. Go to the end of the catwalk and press the button to remove half of the wall blocking the shaft in the center of the room that leads further down. It also activates the elevator at the opposite end of the catwalk. Return to the core's floor and enter the hall to the right of the start.

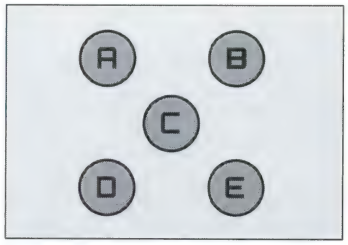


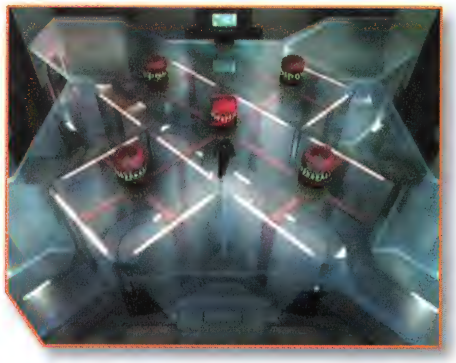
STORAGE PUZZLE

The hallway leads to a huge storage room. Climb the ladder near the start. Pass through the glass to the right and climb down two floors to the bottom level. Pass through the next glass wall on the right and climb up to the top floor to find the exit.

SPINNING WALL PUZZLE

The next room features a glass floor with a series of walls beneath it. The tumblers on top of the glass turn the walls to create a path to the exit and the two chests. Refer to the following directions and diagram (to the right) to reach all three. Reset the puzzle at any time by exiting the room in the southeast corner.





Class Upgrade B (x6): *D (x1), B (x1), C (x2), E (x1)*

Boost Max: *E (x1), D (x3), B (x3), C (x1)*

Exit: *E (x1), A (x1), C (x1), D (x3), C (x1)*

The next door leads back to a catwalk in the central area of the core. Press the button at the end to move the second wall section blocking the central elevator. Use the elevator at the other end of the catwalk to get to the ground floor, then step onto the glowing red elevator in the center of the room and take the elevator down the shaft.

MAIN TERMINAL

Pass through the door at the bottom of the shaft to find Labyrinthos' main terminal. Ride the elevator on the left side of the central structure. Press the button on the bottom control panel to raise the structure up, then use the elevator to return to the bottom. Walk underneath the central structure and press the button for "Lock A". Ride the elevator once more and cross the top of the central structure. Press the button on the east side and walk down the stairs next to it. Walk around the structure and enter the large door on the south side.

Press the button at the back of the room to unlock "Lock B" after the cinema. Exit the structure and use the elevator on the right side to reach the ground. Go through the door at the back of the room and use the elevator to reach the Zohar Isolation Area. Save and fight through the doors at the back of the room to reach the boss.

MARGULIS

MARGULIS	
Type	Bio
Break	C B C B
W.ATK.	Ether
W.ATR.	Bm/Pc
HP	20,800
EXP	36,000
S.Pts	2400
C.Pts	2400
N.Item	Skill Upgrade E
R.Item	Awakening III

Jr. and MOMO are essential for this battle. Place them in the first and second positions within the battle party. The third person can be any character, because Jin takes the third position automatically once the battle begins.

Stock up with all three characters so that they have three attacks each. Margulis has a four-hit Break as other bosses have had throughout the game, so two characters must work together to take advantage of his weakness. Wait until it's Jr.'s turn and no one else is in the queue, or boost Jr. during Margulis' turn. Have him perform a △, ○ (Zone: C B) attack while Jin is boosting. Have Jin finish the combo with a second △, ○ (Zone: C B) and three ◉ attacks. Boost Jr. as Jin attacks and use his Stocked attacks, too. Also, boost MOMO during Jr.'s second turn and unload with everything she has. The chain isn't enough to defeat Margulis, but it takes a huge chunk out of his HP. Repeat the combo until Margulis is nearly defeated.

Throughout the battle Margulis creates a shadow of himself. Ignore the shadow and keep pounding on Margulis, as he eventually eliminates the shadow on his own. It's possible to steal Awakening III from Margulis or the shadows during this battle. Take advantage of this fact and collect several of these valuable items.

As the battle winds down, Margulis starts to create a series of three seals. This is the most critical moment in the battle. Quickly Stock attacks and prepare for a final combo. Launch the combo by the time Margulis creates the second seal. If all three seals are created, the party loses the battle automatically and the game ends. Obviously, timing is critical.

Also, Jin is the only character who can deal the final blow to Margulis. Make sure that Jin is the one to defeat him when the SKL icon is showing to get the Skill Point Bonus.

MARGULIS (SHADOW)	
Type	Bio
Break	—
W.ATK.	—
W.ATR.	Au
HP	650
EXP	—
S.Pts	—
C.Pts	—
N.Item	Skill Upgrade E
R.Item	Awakening III

Ω SYSTEM

1 Talk to Captain Matthews in the Elsa.

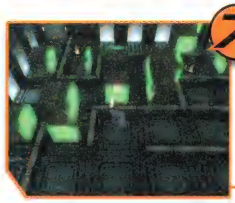
2 Park the E.S.s and unlock the first gate.

3 Unlock the second gate and return to the E.S.s.

4 Pass through the hall to the A.M.W.S. Elevator.

5 Use the A.M.W.S. Elevator to lower the E.S.s.

6 Defeat Inversion.



7 Destroy the green glass boxes to reach the exit.

8 Create a bridge by destroying some of the colored boxes.

9 Conquer Cathedral.

10 Best the Patriarch.

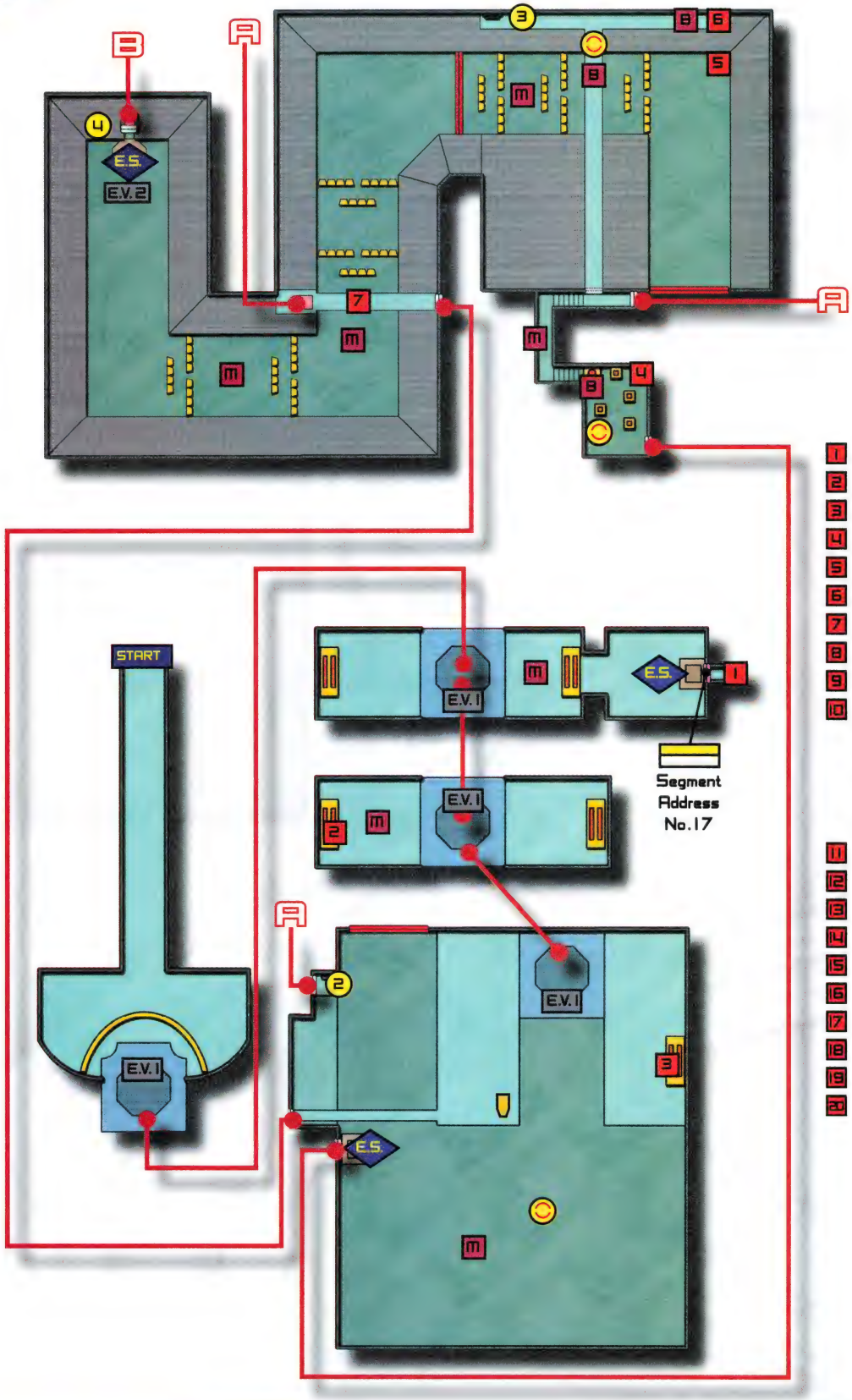
11 Face Albedo.

ENEMY DATA

NAME	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Anathema	Mech	—	—	Bm/Au/Th/Sl/St	9600	2820	—	—	Junked Circuit	G Ether DD Guard
Anathema Officer	Mech	—	Physical	Bm/Au/Th/Sl/St	9600	3600	—	—	G Heavy Guard	G Boost Guard
Carnicos II	Mech	C C	Ether	Bm/Th	5120	2820	92	—	Scrap Iron	Junked Circuit
Crescens	Mech	—	Physical	Au/Ic/Sl/St	10400	3800	—	—	Ether Core	G Energy Guard
Maranatha	Mech	—	—	Bm/Au/Th	8160	3280	—	—	Junked Circuit	G Blind Guard
Nova	Mech	—	Ether	Au/Fi/St	14400	4200	—		Ether Core	Anti-Ice Armor
O-78 Grisly 2	Mech	C B	Ether	Bm/Th/St	4400	2700	84	—	Scrap Iron	Junked Circuit
Ormus Knight A	Bio	B B	—	Fi/Pc	3600	3000	80	—	Med Kit S	Bio Sphere
Ormus Knight B	Bio	B C	—	Bm/Th/Sl	3840	3180	88	—	Ether Pack S	Revive S
Ortu Ria Hins	Mech	A A A	Ether	Bm/Au/Th/Fi/Pc	14400	9000	140	—	Ether Core	—
Ortu Ria Kulli	Mech	C B A A	—	Bm/Au/Th/Sl	12000	7000	120	—	Ether Core	—
Ortu Ria Lukia	Mech	B C B C	Physical	Au/Ic/St	9600	5000	100	—	Ether Core	—

GS CAMPAIGNS

Event	Timing	Reward	Page No.
16: The Maestro Plays On	After Labyrinthos	Iron 4 Sheet Music	page 167
26: Rescue!	After Labyrinthos	Secret Key 10	page 175
35: Rooftop Handyman	After Labyrinthos	Decoder 13	page 182

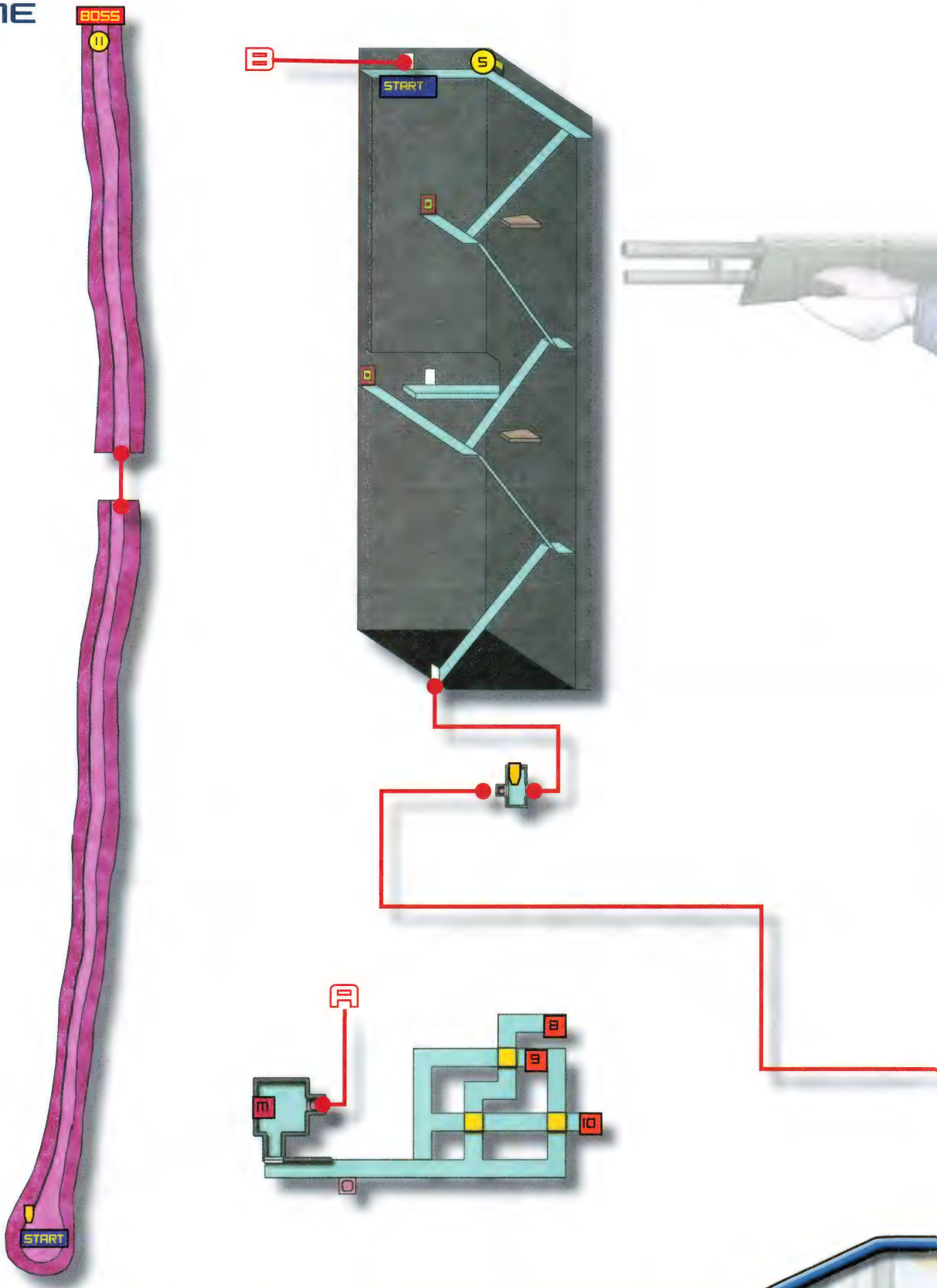


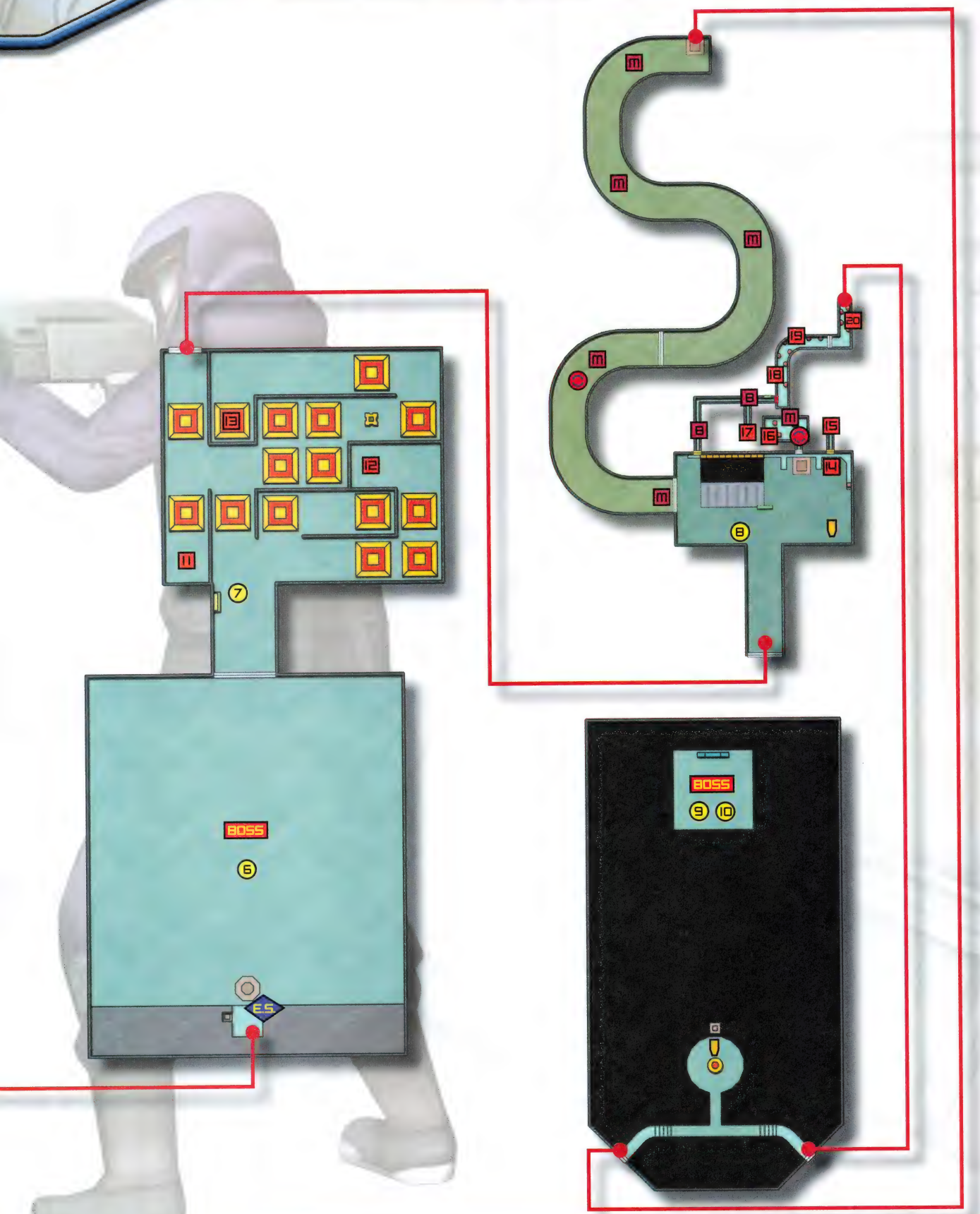
1. Secret Key 28
2. Nano Sphere
3. Nano Repair Z
4. Med Kit M
5. Decoder 10*
6. Secret Key 24
7. Bio Sphere*
8. Skill Upgrade D x20*
9. Class Upgrade C x10*
10. Secret Key 25*

**Use the U.M.N. Simulator to revisit this area on foot and acquire these items.*

11. Charge Boost
12. G Ether PD Guard
13. Nano Sphere
14. Skill Upgrade B x4
15. Med Kit DX
16. Boost Max
17. Secret Key 27
18. Ether Pack DX
19. Ether Pack M
20. Skill Upgrade C

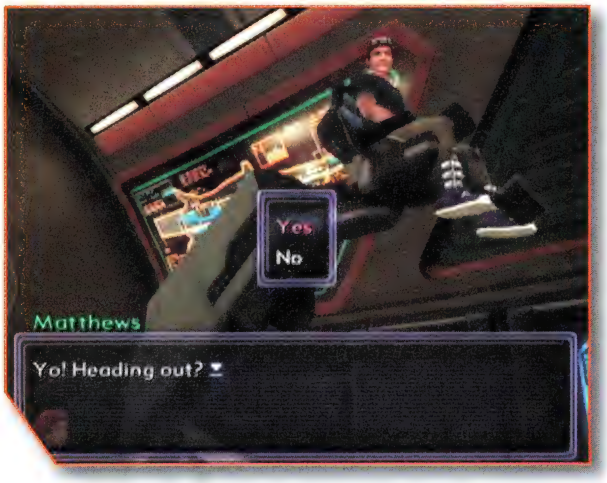
SPACE TIME ANOMALY




BOSS
E.S.
BOSS

READY TO GO

Captain Matthews and the others are in the Elsa and ready to leave at any time. He can also shuttle the party between Second Miltia and The Foundation for side events. Ask him to leave for the Omega System when you're ready to challenge the golden behemoth.



CLEARING THE WAY

Walk down the hallway, destroy the partition, and use the elevator at the end. There are five floors. Take a moment to stop at each one on the way to the bottom. Jin should be in the E.S. Asher, so the Wings of Light Special Attack is available. The damage it causes can be devastating to enemy units. Also, make sure chaos is in the E.S. Dinah so the Chained Blast Special Attack is available. Park the E.S.s on the depression along the west wall and enter the door next to it.

SEGMENT ADDRESS NO. 17

Segment Address No. 17 *is located on the right side of the first stop. You will have to disembark from your E.S.s in order to access it.*

Put Shion, Ziggy, and Jin in the battle party while on foot. Ziggy and Jin are effective against biological enemies and Shion can pound on the mechanical foes. Destroy the boxes in the corner to reveal a hidden staircase. Climb the stairs and enter the door at the end of the hallway. Use the control panel on the opposite side to unlock the huge doors below.

Go back into the hallway and enter the door prior to the stairs. Cross the bridge and turn left to find a second control panel. Press the switch to unlock the second gate. Return to the E.S.s and pass through the gates, which are to the north.

THE A.M.W.S. ELEVATOR

Break through the barricades and fight past the enemies to reach the door at the end of the hallway. Exit the E.S.s once again, pass through the door, and use the elevator on the other side. Walk down the stairs to the very bottom and enter the door next to the save point. Use the elevator behind the door to reach the A.M.W.S. Elevator Power Switch. Activate the switch and jump back on the elevator.

Return to the top of the stairs and use the switch in the corner to activate the elevator. Quickly run down the stairs to the next landing and press the flashing red switch to release the elevator lock bar next to it. Sprint downstairs once more to the next landing and press the second flashing red switch to release the second lock bar. Get to the switches before the descending elevator hits the restraints, or it's forced to return to the top. Don't move too quickly; the lock bars only remain open for a short period of time. Open them too soon and they'll close before the elevator passes them.

Use the elevator at the bottom of the stairs to find the E.S.s in their new position. Prepare for battle by saving before boarding the E.S.s and making a few changes. Equip the E.S. Zebulun with the EMAX300 accessory to increase its charge cap to 300. Put Ziggy in the Zebulun so that it has the Meteor Blast Special Attack. If the EMAX300 isn't available, have Ziggy ride in the E.S. Asher or E.S. Dinah so a powerful fire-based Special Attack is available. Otherwise, place Jin in the E.S. Asher for the Wings of Light Special attack and chaos in the E.S. Dinah for the Chained Blast.

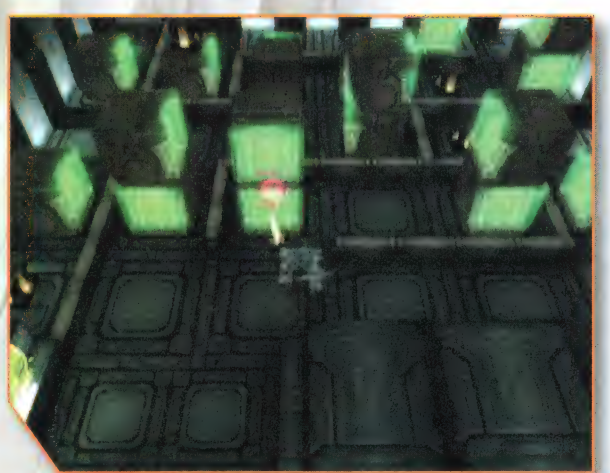
INVERSION

Type	Mech
Break	—
W.ATK.	Physical
W.ATR.	Au/Fi
HP	49,600
EXP	52,000
S.Pts	—
C.Pts	—
N.Item	Auto Recover
R.Item	—

This is a simple battle if the party is prepared. Charge the E.S. Zebulun to 300 and unleash the Meteor Blast. Boost so the attack is used when the CTC or ETH icons are in the event slot to ensure the attack causes as much damage as possible. It should easily cause 10,000 or more points of damage when timed properly. Repeat the attack over and over while the other E.S.s Boost and use their own Special Attacks in support of the E.S. Zebulun.

GLASS BOX PUZZLE

Enter the hall at the back of the room after the battle. The next room is packed with strange boxes that have a green glassy side. To destroy these boxes, attack them from the green side. Position the E.S.s so they can shoot the green glass and slowly destroy all of the boxes to reach the door in the northwest corner. The E.S.s can shoot over the small walls that zigzag through the room, which is essential to finding a way through this straightforward maze.



COLORED BOX PUZZLE

Here you have the option of completing a colored box puzzle and proceeding on foot to the final battles, or avoiding the puzzle and taking the E.S.s on an alternate route through the large door at the left end of the room. Choose your path based on your preference between character battles and E.S. battles.

Regarding the colored box puzzle, when one box is destroyed, all of the adjacent blocks of the same color are simultaneously destroyed. There are 10 columns of boxes from left to right. Destroy the boxes in the order listed below to create a bridge from the east door to the west door:

Column 1: *4th block up (blue)*
Column 5: *6th block up (red)*
Column 3: *1st block (blue)*
Column 1: *1st block (yellow)*
Column 3: *3rd block up (red)*
Column 2: *3rd block up (yellow)*
Column 2: *3rd block up (blue)*
Column 6: *3rd block up (blue)*
Column 9: *2nd block up (red)*
Column 7: *3rd block up (yellow)*
Column 10: *3rd block up (yellow)*
Column 9: *3rd block up (red)*

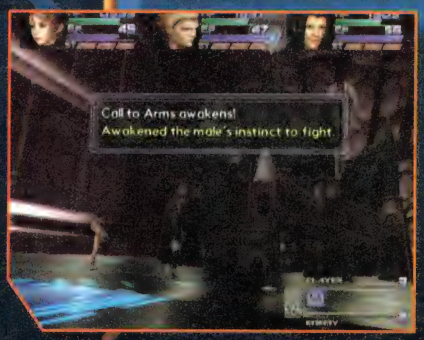
Park the E.S.s in the room after the bridge is finished. Cross it and enter the door on the west side. Fight to the end of the hallway and press the button on the wall to unlock the door next to it. Pass through and follow the hall to its end. There are enemies hiding inside the crystals along the path, but be warned: They are very tough! Walk along the glass platform to the circular platform in the center. Destroy the huge golden object to reveal the last save point and save your game. Step onto the platform at the back of the circle after saving and choose to move onward.

CATHEDRAL

CATHEDRAL (WHITE ROBE)	
Type	Mech
Break	C C C C
W.ATK.	—
W.ATR.	Bm
HP	32,000
EXP	42,000
S.Pts	3000
C.Pts	4800
N.Item	Skill Upgrade E
R.Item	—

CATHEDRAL (CALL TO ARMS)	
Type	Mech
Break	B C C B
W.ATK.	—
W.ATR.	Bm/Au/Th/ Fi/Ic
HP	32,000
EXP	42,000
S.Pts	3000
C.Pts	4800
N.Item	Skill Upgrade E
R.Item	—

CATHEDRAL (CRY OF THE RAPTURE)	
Type	Mech
Break	B B C
W.ATK.	—
W.ATR.	Pc/Sl/St
HP	32,000
EXP	42,000
S.Pts	3000
C.Pts	4800
N.Item	Skill Upgrade E
R.Item	—



This boss has three different states: White Robe, Call to Arms, and Cry of the Rapture. The strategy changes slightly depending on which state the boss is in. White Robe (white aura) is the normal state in which it uses a variety of negative status effects and a fairly weak area attack. The Call to Arms (red aura) is a physical state that launches powerful physical attacks, but leaves the Cathedral vulnerable to Ether-based attacks. Cry of the Rapture is this boss's Ether state that uses powerful Ethers to attack, while lowering its resistance to physical damage.

Ziggy, Jin, and Shion make a solid battle party at the start. Make sure all three have Medica 2 and Medica All, if at all possible. It also helps if they have the Focus I skill that enables them to restore lost EP while Stocking. Resistance to Stun and Poison are also important, but at least two of them should have access to Refresh L to remove negative status effects if the party is affected.

Stock up three bars with all three characters. It takes four hits to break the boss's defenses (△, △, △, △), so the party must work together. Begin every assault with Jin and Boost Ziggy. Perform two △ (Zone: C C) attacks with Jin and stop. After doing so, have Ziggy perform the two additional △ (Zone: C C) attacks and unload with three ◉ attacks to Down the boss. Note that the boss resists the Air effect, which is why Jin must start the combo while Ziggy finishes it. Boost Jin while Ziggy is attacking and unleash his Stocked power. Shion can Boost while Jin is unloading on the boss and finish the assault with her devastating Beam attacks.

When the boss changes form, it may require changing the lineup. The Call to Arms state is weak to Ether-based attacks, so Jin should be replaced by chaos. Cry of the Rapture is weak against physical attacks, so replace Shion with KOS-MOS or Jr. temporarily. The strategy remains the same despite the change in personnel.

It is important to note that the red and blue forms each have a gender preference. The Call to Arms state prefers males, while the Cry of the Rapture prefers females. This is significant due to Cathedral's ability to counterboost and use its powerful Sodom Quake whenever it is attacked by the gender that it does not prefer. So, if a male character hits the blue form or a female character hits the red form, Cathedral will immediately counterboost and attack. This will interrupt any chained combos that the party is trying to perform.

MIRROR OF TRUTH

The boss' most devastating attack is the Mirror of Truth. It locks onto one of the three characters currently in the battle party, then a countdown begins after several turns have passed. When the countdown reaches zero, the victim is instantly eliminated. Avoid the effect by swapping the affected character for another character before the countdown reaches zero. The mirror will go dark and it will be safe for the victim to return to action.

FINAL PREPARATIONS

Consider returning to the save point after the battle and restoring everyone. There are tougher battles to come and the party is likely a little beaten up from the Cathedral boss fight. Return to the controls when you're ready to carry on and choose to move the platform.

PATRIARCH

PATRIARCH (FIRST LIFE)	
Type	Bio
Break	B C B B
W.ATK.	Physical
W.ATR.	Pc/Sl/St
HP	21,600
EXP	—
S.Pts	—
C.Pts	—
N.Item	Skill Upgrade E
R.Item	Awakening IV

Jin, MOMO, and Jr. are perfect for this fight. Prepare for the battle by building up everyone's resistances to status effects. Also, make sure all three characters have access to Medica 2 and Medica All. Equip them with the Aura Coat to cut down on the damage caused by Patriarch's attacks and have one character ready to cast Aura Veil.

This is a two-part battle. Stock up and launch an assault with Jr. leading the way. Have him fire off a ■, △ (Zone: B C) combo while Jin Boosts. Jin should follow Jr. with a ■, ■ (Zone: B B) and three ◉ attacks to Air the Patriarch. Boost Jr. during Jin's turn and empty everything he has while MOMO Boosts and prepares to do the same. This boss has a lot of HP, so it takes several assaults to finish him off.

The Patriarch becomes fiercer once his HP is depleted. His Break changes, which alters the preferred attack pattern. Stock up and open with MOMO this time and have her fire one shot into Patriarch while Jin Boosts. Follow MOMO's attack with a △, △ attack (Zone: C C) and three ◉ attacks. Have Jr. Boost during Jin's turn and follow Jr. with MOMO.

PATRIARCH (SECOND LIFE)	
Type	Bio
Break	B C C
W.ATK.	Physical
W.ATR.	Pc/Sl/St
HP	32,400
EXP	72,000
S.Pts	6000
C.Pts	5400
N.Item	Skill Upgrade E
R.Item	Awakening IV

Cast Aura Veil and keep the party's HP close to maxed out during the second half of the battle. As the Patriarch nears defeat, he begins using a devastating Aura attack that's often part of a 1000+ damage chain. Finish him off quickly!

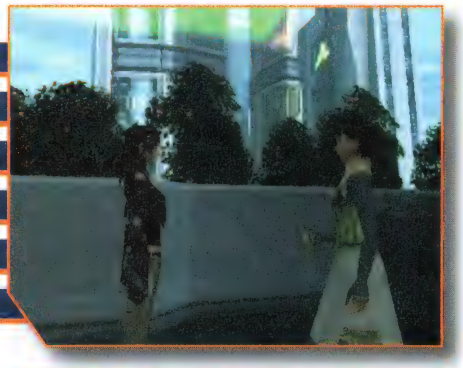
ALBEDO

Type	Bio
Break	Varies
W.ATK.	Physical
W.ATR.	Au
HP	5300
EXP	—
S.Pts	—
C.Pts	—
N.Item	—
R.Item	—

Travel to the park area in the Durandal to begin the final sequence. While walking along the anomaly, Jr. experiences a series of visions. At the end, he encounters Albedo. This is a simple battle; simply stock up and launch a full assault on the boss. His Break changes each time Jr. successfully performs it, so pay attention. Jr. is protected throughout the battle. His HP will never fall below 1 point. Focus on attacking and enjoy the ending!

GS CAMPAIGNS

01: SEND HIM MY LOVE!



Location: Second Miltia

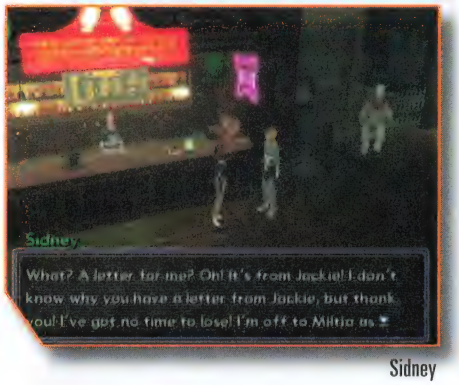
Client: Jacqueline

Client Location: City Sector One (outside hospital)

Goal: Take Jacqueline's Love Letter to Sidney

Reward: Secret Key 1 (unlocks Level 1 Class H skill "Psycho Pocket")

Timing: After Moby Dick's Café event (with female leader)



Sidney

Speak to Jacqueline with a female character leading the party, or she won't provide the necessary information. Jacqueline gives the party a love letter and asks that it be delivered to a man named Sidney. Find Sidney by catching a shuttle from the Space Port to the Durandal and a direct-flight launch from the Durandal to the Foundation. Walk to the Urban Area and look for Sidney at the Ironman Bar & Grill. He presents the party with a second letter. Return it to Jacqueline to complete the event.

02: GO POSTAL!

Location: Second Miltia

Client: Sikes

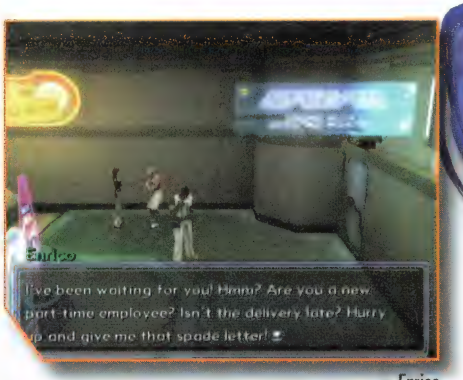
Client Location: Second Miltia Hospital

Goal: Deliver the four letters

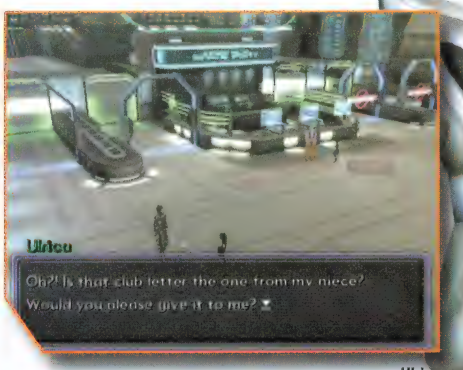
Reward: Secret Key 2 (unlocks Level 1 Class H skill "Break B10")

Timing: After Moby Dick's Café event and GS 01

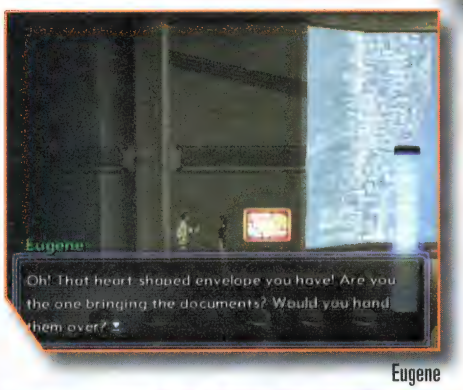
Speak to Sikes in the hospital after completing GS 01. Jacqueline has told Sikes about the party's letter delivering skills. He gives the party four letters: **Spade Letter**, **Heart Letter**, **Club Letter**, and **Diamond Letter**. Visit the Area 40 Publishing Agency and deliver the Spade Letter to Enrico. Take the Club Letter to the Space Port and deliver it to Ulrica. The Heart Letter goes to Eugene in the back of the Durandal Park Area. Explore the Foundation's West Urban Area to find Patricia, the Diamond Letter's recipient, near the fountain in the back.



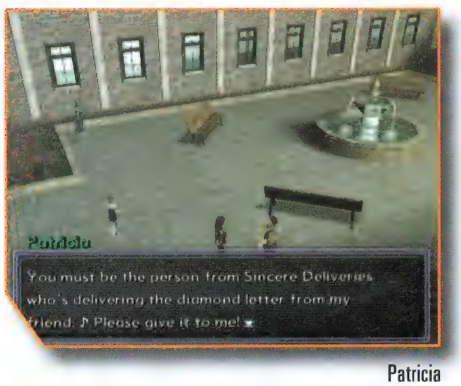
Enrico



Ulrica



Eugene



Patricia

03: OPERATION SQUEAK SQUEAK!

Location: Kukai Foundation

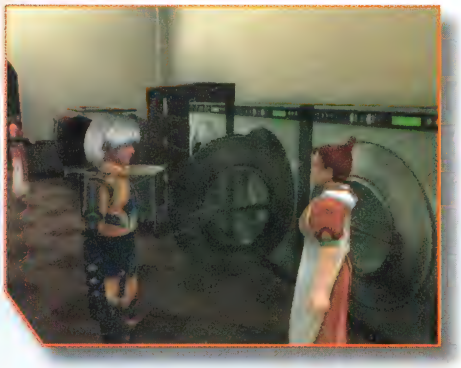
Client: Sheila

Client Location: Lavare Dry Cleaning

Goal: Catch 10 mice in 1 minute 30 seconds

Reward: Secret Key 6 (unlocks Level 2 Class D skill "Rare+10")

Timing: After Moby Dick's Café event



Look for Sheila in the Lavare Dry Cleaning & Rental Costumes building in the Kukai Foundation's Urban Area West. The attic is overrun with mice and someone needs to do something about it. Climb the ladder at the back of the house to reach the attic. Speak to Amber, who's near the top of the ladder, to gain access to the attic.

Approach the mice and press the ● button as soon as the lock-on appears. The mouse must remain close to the leader during the attack action or it will escape. Corner the mice to make the captures easier. There are three mouse holes that the mice can use to make this event difficult. Two are in the middle of the attic. Quickly climb the two staircases along the bottom as the event begins and attack the paintings hanging above the holes. The paintings drop and block the holes, making it easy to capture the mice that use those escape routes. The third hole is in the floor at the top of the third staircase. The mouse that uses this hole drops through the first time it's approached. Run back down the stairs and corner it by keeping it from going back up to the hole. The various boxes around the attic are empty. They merely throw off the VT's targeting when a mouse is near them; don't waste time destroying them.

Return to Sheila after catching the 10 mice and receiving the Secret Box from Amber. She rewards the party with Secret Key 6, which unlocks the Level 2 Class D skill "Rare +10".

04: ZAZA'S GREAT ADVENTURE

Location: Elsa

Client: SPUMONI

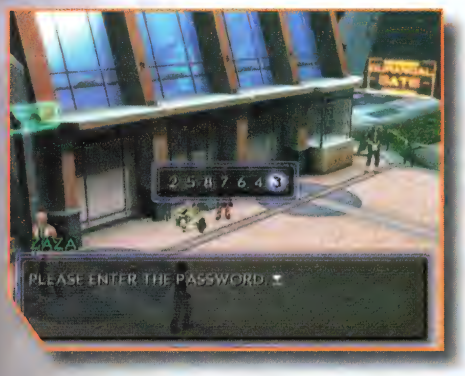
Client Location: Elsa B1

Goal: Find ZAZA and the seven clues

Reward: Skill Upgrade D (x20), Rejuvenator E

Timing: After Ormus Stronghold

The robot ZAZA has disappeared. Talk to SPUMONI onboard the Elsa to get directions to the first person. Visit the seven people who have seen ZAZA in the following order to receive a clue that is placed in the Key Items. After talking to all seven people, go to the Launch area at the Kukai Foundation to find ZAZA crumpled on the ground. Inspect the seven clues to learn the password for ZAZA's self-repair system and enter the code "2587643" after talking to ZAZA. Return to the Elsa and speak to SPUMONI to collect the reward.



Visit these people in the following order:

1. Woody, in Vector's Second Division (hallway).
2. Mika, at the Kukai Foundation Fishing Lab.
3. Lorraine, inside the Area 40 Publishing Agency on Second Miltia.
4. Sean, at the Durandal Park Area.
5. Yolanda, south of Moby Dick's Café in Second Miltia.
6. Jessica, on the west side of the Kukai Foundation's urban area.
7. Sylvia, at the U.M.N. Control Center in Second Miltia.

05: MY IDOL, DR. UZUKI

Location: Second Miltia

Client: Jun

Client Location: Uzuki Residence

Goal: Rearrange the bookshelves

Reward: Decoder 01, Archangel's Requiem Double Attack (Jr. and Shion)

Timing: After Uzuki Residence event

Jun has rearranged the bookcases and can't get them back in the proper order. Help out by rearranging the shelves so that the patterns on the shelves are lined up with the markings along the outside of the bookcases. This is an old-fashioned slide puzzle, which should be somewhat familiar to most people. The puzzles are random, so it's up to you to find the solution. Solve the first puzzle within 3 minutes to receive **Decoder 01** and the **Archangel's Requiem** Double Attack.

There are three more puzzles to solve, but they're optional. Conquer the level 4 puzzle to receive a bonus reward of 10 Skill Upgrade Ds and 10 Class Upgrade Cs. The trick to solving the larger puzzles is to quickly line up the books on the top and left sides of the puzzle until there's a small 3x3 section in the bottom-right corner. Then it's just a matter of solving that small section before time runs out. There's plenty of time with each of the puzzles, but save a few seconds by pausing the game when looking for the next tile.

06: ULTIMATE RECIPE

Location: Second Miltia

Client: Chop

Client Location: Moby Dick's Café (kitchen)

Goal: Help create "Quintessential Curry"

Reward: Decoder 17, Curry Recipe

Timing: After Ormus Stronghold (female leader)

Chop is attempting to make a new recipe, but needs help adding seasonings to the mix. Put in the correct seasoning 45 times in 1 minute and 30 seconds by pressing the button Chop calls out. This shouldn't be too difficult, since the button appears on the screen and there's plenty of time (2 seconds per button press), so it isn't necessary to go too quickly. The recipe fails when the wrong button is pressed, but it's possible to attempt the event again and again until it is done correctly. For an entertaining follow-up to this event, give the Curry Recipe to Punch over at the Ironman.

07: POSTERS A GO-GO!

Location: Second Miltia

Client: Miguel

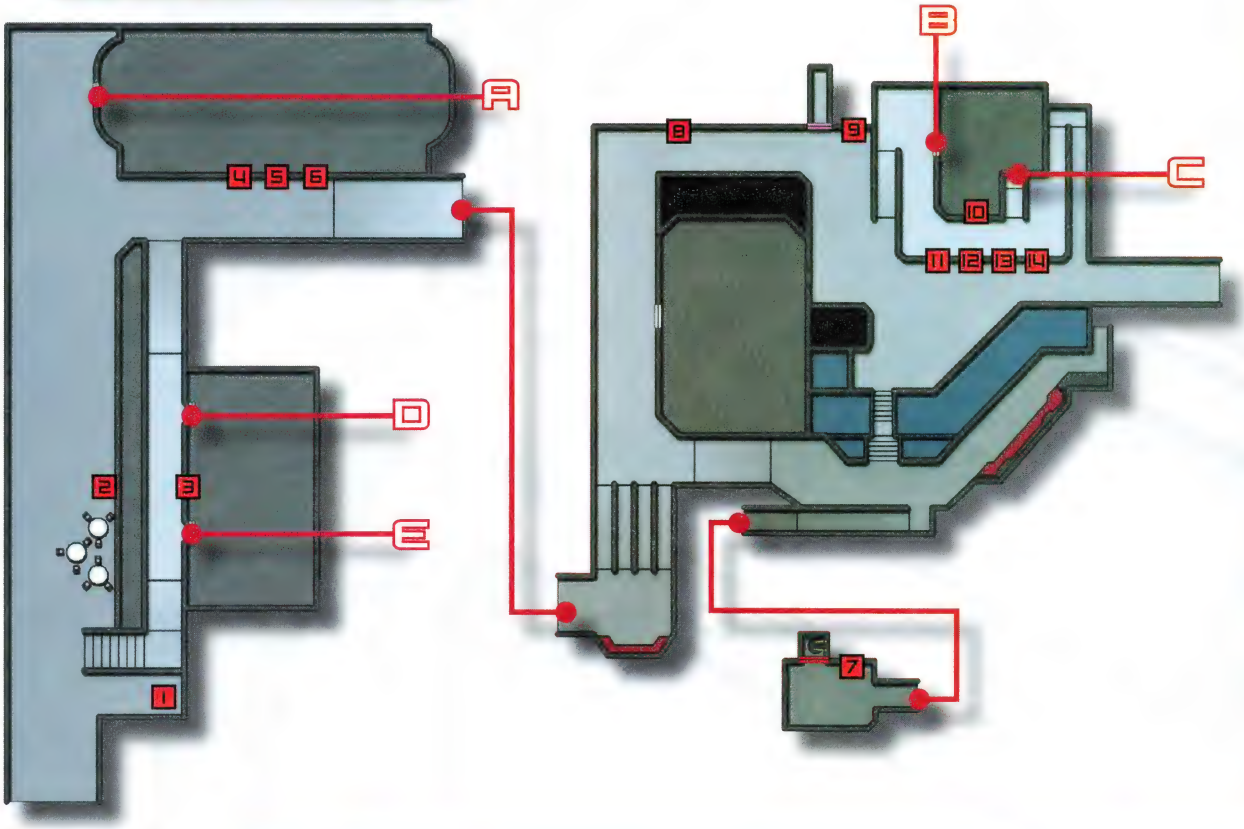
Client Location: Area 40 Publishing Agency stockroom

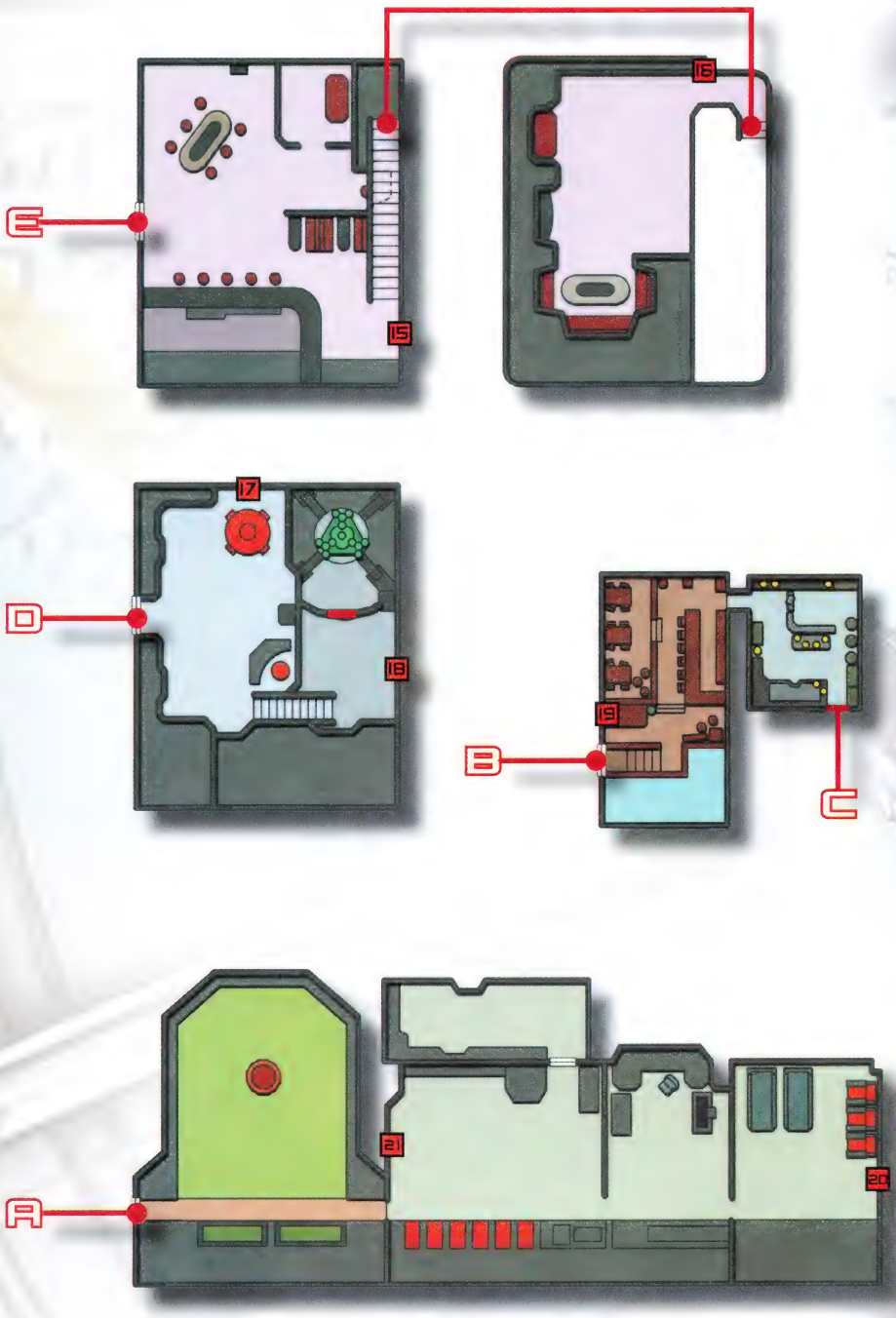
Goal: Help promote Miss Miltia by placing 20 posters around the city

Reward: Skill Upgrade D (x3), MOMO's Swimsuit, Jr.'s Swimsuit

Timing: After Moby Dick's Café event

Speak to Miguel in the Area 40 stock room. He presents the party with 20 posters to place around the city. These posters can only be placed in spots that are large enough to hold the posters within the city. The surface doesn't have to be flat and there are some areas that are large enough to hold multiple posters in a row. Search walls to find suitable spots by pressing the ◉ button, then press the ◉ button again when a spot is found. There are 21 suitable spots and only 20 posters. The suitable poster locations are indicated on the following maps. Return to Miguel once the posters are placed to claim the rewards.




E
15
16
D
17
18
B
19
C
A
21
20

08: MILTIAN CRISIS!

Location: Second Miltia

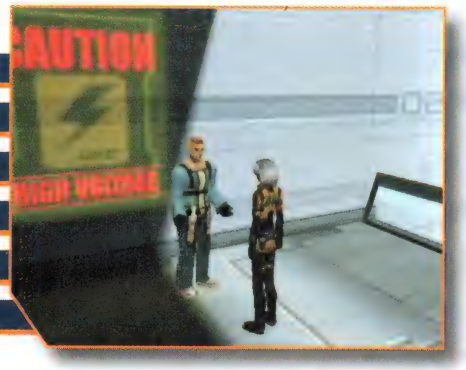
Client: Lizzy

Client Location: City Sector Two (outside power distribution facility)

Goal: Stabilize power distribution

Reward: Burst Veil Double Attack (Shion and MOMO)

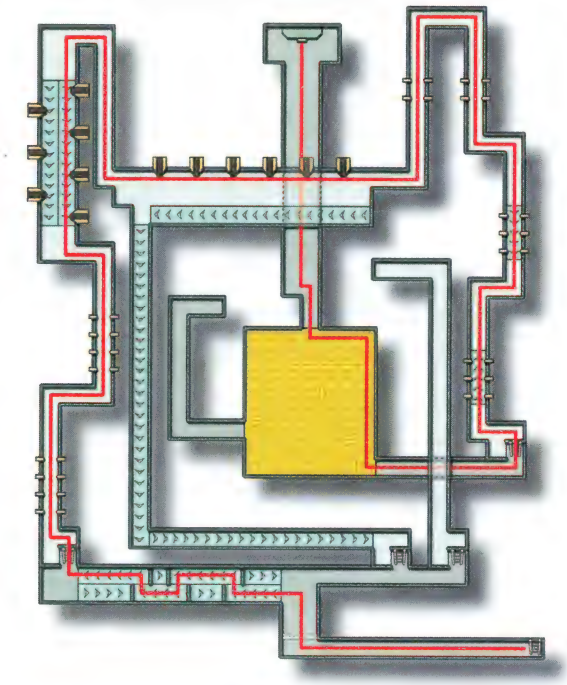
Timing: After Moby Dick's Café event



There's a problem in the power distribution facility and someone needs to stabilize the power and fast. Speak to Lizzy to get the **Facility Key** and the mission, then enter the hatch next to him. The party has five minutes to reach the switch on the back wall of the room, but they must navigate a treacherous path to reach it.

Cross the conveyor belts to the left and stay on the yellow belts. Climb the ladder at the end and pass through the energy spewing devices. Avoid stepping into the electricity, or it will stun the party for a second and push them back. Watch the devices carefully; they sparkle for a moment before firing. Stop or get past quickly.

The next set of devices is trickier. The party can pass on the end opposite where the energy is coming out if they get as far to the side as possible, but it's easier to just go up one side or the other and wait for the devices on that side to stop firing before passing. The next set is the most dangerous part of this event. The party gets knocked onto the conveyor belt along the bottom if they're struck by the energy, forcing them back to the very beginning. Stay between the machines and wait for the energy to stop completely before passing.



The next few obstacles are very similar to the first few. Pass through them to reach a ladder. Climb down to find a platform covered in boxes. Stay to the right and move up, destroying the boxes to create a path. Go left at the top to find a path to the switch at the back of the room. Some of the boxes contain items, but wait until the switch has been pressed before looking for those items. Backtrack through the area and speak to Lizzy again to claim the reward.

09: THE GREAT THIEF

Location: Second Miltia

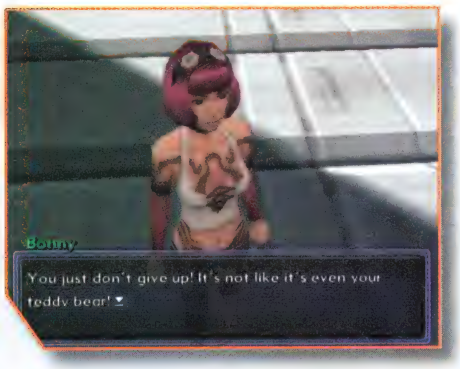
Client: Maple

Client Location: Ramp outside hospital

Goal: Recover the lost teddy bear

Reward: Elemental Nocturne Double Attack (Jr. and chaos)

Timing: After Moby Dick's Café and GS 01



Speak to Maple at the base of the ramp outside the hospital in City Sector One. Go up the ramp after getting the mission and ride the escalators up. Go to the right to find Bonny, the thief. Follow her by running to the right all the way to the ramp at the end. Walk down the ramp to finally catch up with Bonny. She drops the bear next to the party leader. Inspect the glowing spot on the walkway to collect it. Return the bear to Maple to complete the event.

10: THE LEGENDARY BLUE FLOWER

Location: Second Miltia

Client: Luty

Client Location: Second Miltia Hospital

Goal: Plant the Spring Seed and make it grow

Reward: Secret Key 15 (Level 3 Class C skill "Last Revenge")

Timing: After Ormus Stronghold

Speak to Luty inside the hospital on Second Miltia. She needs help growing flowers and wants fertilizer and seeds. There are four seeds and five bags of Hyper Fertilizer that are in the possession of various NPCs. Collect the seeds and fertilizers and return to the hospital. Only the Spring Seed from DUBONNET on the Elsa is necessary, and Rosa in the Space Port can provide all of the fertilizer that is needed. Plant the Spring Seed in the planter behind Luty. Use Hyper Fertilizer on the plant four times to make the blue flower bloom. Speak to Luty to collect the reward.

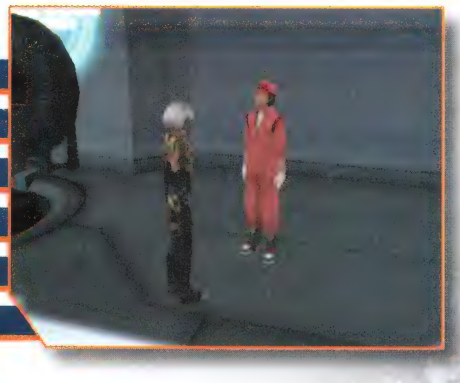
Fertilizer locations are as follows:

- Padma (hospital)
- Rosa (Space Port)
- KINGSTON (Elsa/cabin area)
- Althea (Kukai Foundation/Ironman)
- Theodore (Kukai Foundation/Launch area)

Seed locations are as follows:

- Hammond (Area 40/Winter Seed)
- Atash (Space Port/Summer Seed)
- DUBONNET (Elsa/cabin area/Spring Seed)
- Kino (Kukai Foundation/Our Treasure Inn/Autumn Seed)

11: WATER WORKS WORRIES!



Location: Second Miltia

Client: Ciaran

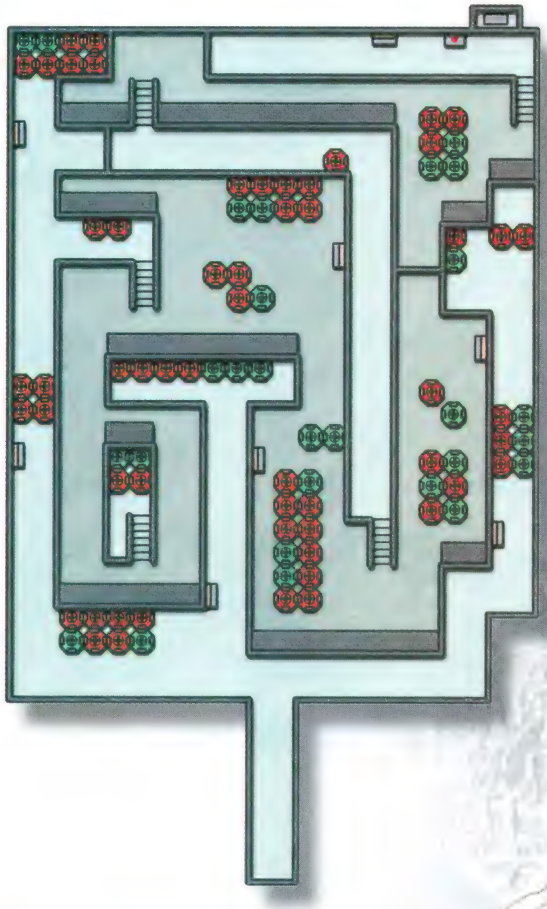
Client Location: City Sector Two (at base of ramp southeast of Moby Dick's Café)

Goal: Destroy the malfunctioning dispensers

Reward: Secret Key 11 (unlocks Level 2 Class H skill "ST Resist 20")

Timing: After Moby Dick's Café event

Speak to Ciaran to gain entrance to the water works, which is through the hatch next to him. Climb down and speak to Glenn at the base of the ladder to get a full explanation of the mission. There are 84 dispensers in the room, but not all of them are malfunctioning. Destroy only those that are malfunctioning by attacking them (press the ● button near the red dispensers). Use the computer consoles around the room to determine which dispensers are bad, or refer to the map here (attack the red barrels). After destroying the dispensers, return to Ciaran for the reward.



12: MORE WATER WORKS WOES!

Location: Second Miltia

Client: Ray

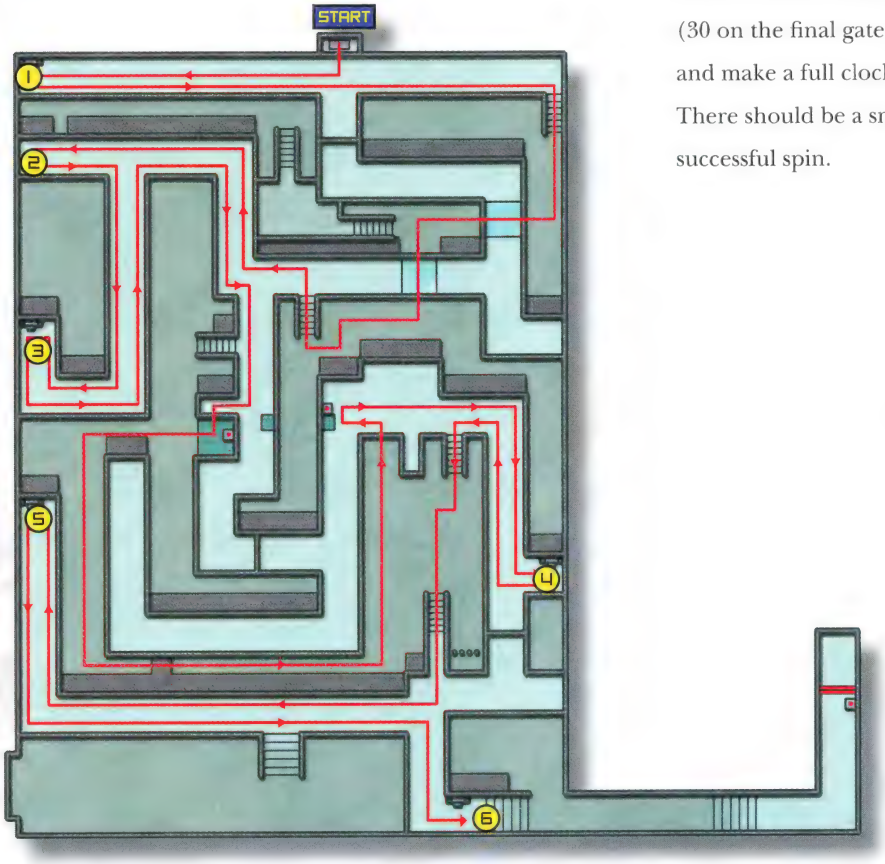
Client Location: City Sector Two

Goal: Use the six valves to open the water gates

Reward: Secret Key 12 (unlocks the Level 3 Class A skill "Safety Level")

Timing: After Ormus Stronghold and GS 11

Speak to Ray on the surface to get the **Water Tank A Key**. Go down the ladder next to Ray and walk to the back of the room. Use the key to unlock the elevator and ride down to B2. There are six valves scattered around the room. Each valve is numbered between one and six and they must be opened in the order in which they're numbered. Follow the map (see illustration to the left) to reach them all. To turn each wheel, rotate the right analog stick 15 times (30 on the final gate). Spin the right analog stick smoothly and make a full clockwise circle, but don't rotate it too fast. There should be a small vibration and an audio cue on each successful spin.



13: A TINY WATER BUG

Location: Second Miltia

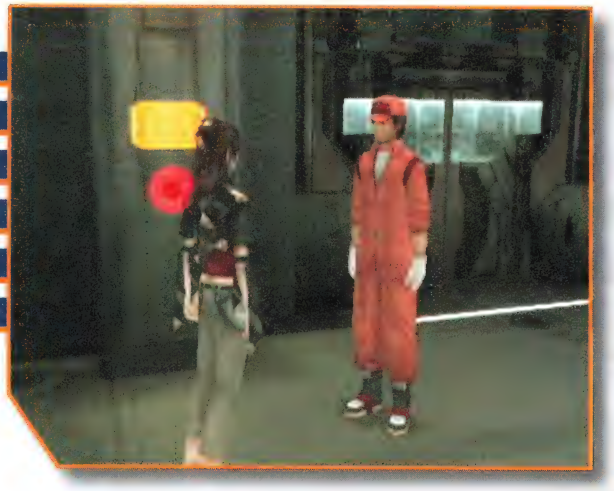
Client: Glenn

Client Location: Water Works B1

Goal: Defeat the Wraith Virus

Reward: Decoder 08

Timing: After loading "Game Clear Data" from Xenosaga EPISODE II and GS 12



Talk to Glenn near the elevator on floor B1 of the water works to get the **Water Conditioning Tank B Key**. Enter the door in the southwest corner of B2 to find the Wraith Virus. Shion and Ziggy are essential for this battle. Jr. and MOMO have an advantage (especially with the use of elemental Swords), but their low HP is problematic. Take Jin or KOS-MOS along instead.

The trick in this battle is to keep the party's HP as high as possible. The boss has a devastating combo that can cause nearly 2000 points of damage, which is difficult to defend. Stock up and attack. Use Flame Sword on KOS-MOS or Jin to power up their attacks. Shion and Ziggy already get a nice damage bonus. Ignore the Wraith Feelers and focus on the Wraith Virus. The feelers are revived if defeated, so there's no point in attacking them until the main body is destroyed. Speak to Glenn after the battle to claim the reward.

Name	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Wraith Virus	Gnosis	—	—	Bm/Th/Fi/Pc	25,600	30,000	2700	3000	Skill Upgrade D	Skill Upgrade E
Wraith Feeler	Gnosis	—	—	Bm/Th/Fi/Sl	2400	1500	70	60	—	—

14: THE SONGSTRESS' WISH

Location: Second Miltia

Client: Kate

Client Location: City Sector One (Stella's apartment)

Goal: Find Rod Blondel 14 years in the past

Reward: Secret Key 21 (unlocks the Level 3 Class H skill "Experience Up 10")

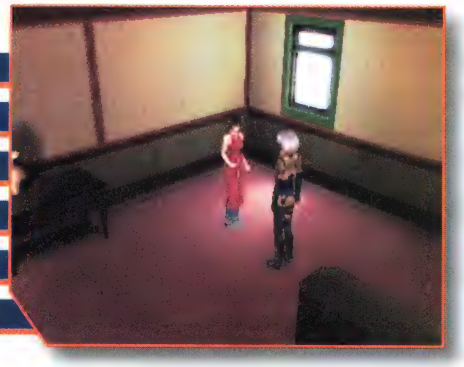
Timing: After visiting Old Miltia

Kate asks the party to locate Rod somewhere in Old Miltia, 14 years in the past. Use the U.M.N. Simulator to travel back in time and choose to explore the area on foot. Put chaos, Ziggy, and KOS-MOS into the party and explore the area near Segment Address No. 14 to find Rod.

This boss shouldn't be a challenge. It uses Poison attacks, so be ready to cure many L and H statuses and heal often. Use Ethers to strengthen the party's resistances at the start of the battle to save EP. chaos and Ziggy have an automatic advantage, but KOS-MOS needs the added bonus of Aura or Flame Sword. The boss has a complicated Break, too. Stock up and open with KOS-MOS and perform a ● (Zone: B) attack while Boosting Ziggy. Have Ziggy perform a ■ ▲ (Zone: B C) attack to finish the Break, then empty his Stock. Have KOS-MOS and chaos Boost and use their attacks while the enemy is in the Down state. It should only take a few of these combos to end the battle. Take the **Memory Locket**, which Rod drops, back to Kate to claim the reward.

Name	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Rod Blondel	Gnosis	B B C	—	Bm/Au/Fi	17,600	24,000	1200	1200	Skill Upgrade D	Skill Upgrade E

15: THE BRIDE'S DILEMMA



Location: Kukai Foundation

Client: Mallory

Client Location: Our Treasure Inn 2F (urban area)

Goal: Find the lost wedding ring

Reward: Secret Key 17 (unlocks the Level 3 Class F skill "Break B15")

Timing: After visiting Old Miltia

Talk to Mallory and ask her about the lost ring's vibration pattern. Explore the urban area and look for glowing spots on the ground. Approach the spots to check their vibrations. The match is found in the Lavare Dry Cleaning. Set the match and return to Mallory to claim the reward.

16: THE MAESTRO PLAYS ON

Location: Kukai Foundation

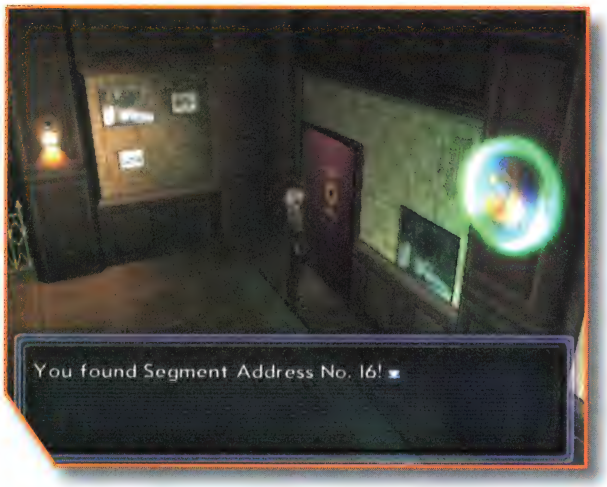
Client: Margoyles

Client Location: Our Treasure Inn 2F (urban area)

Goal: Replace the broken music box

Reward: Iron 4 Sheet Music

Timing: After Labyrinthos



Talk to Margoyles and visit the East 6 garage on the west side of the urban area. Destroy the car in the middle of the shop and speak to Riggs, the man on the floor, to get the **Music Box**. Return it to Margoyles to get the **Iron 4 Sheet Music**. Take the sheet music next door to the Ironman and play the sheet music on the piano. The Iron 4 stand-up on the opposite side of the bar slides back to reveal **Segment Address No. 16**.

17: THE TROUBLE WITH BONNY

Location: Kukai Foundation

Client: Bonny

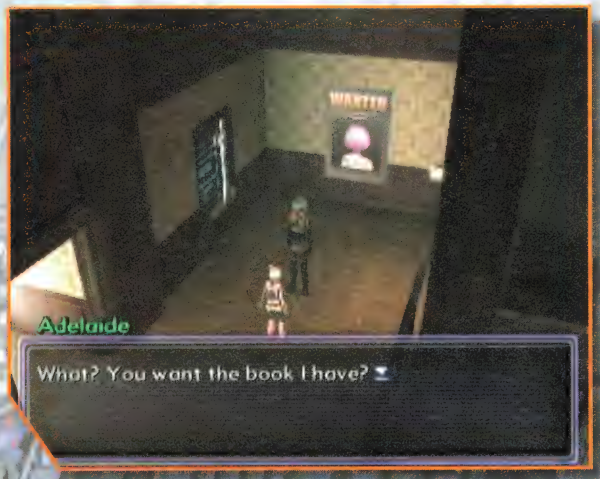
Client Location: Urban Area (west side, near the fountain)

Goal: Help Bonny find honest work

Reward: Dual Spell Ray Double Attack (Shion and chaos)

Timing: After visiting Old Miltia and GS 09 and 23

Bonny is trying to get a job at the Ironman, but needs a new outfit and a book on manners. Go to Lavare Dry Cleaners and talk to Nikita to get a **Pink Maid Uniform**. Talk to Adelaide on the second floor of Ironman to get the "Rules of High Society". After collecting both items, talk to Caito, standing behind the counter in the Ironman, to get Bonny the job and claim the reward.



18: MESSAGE FROM A HERO

Location: Second Miltia

Client: Janet

Client Location: Other Professor's Lab

Goal: Find the missing architect and examine the statue

Reward: Unlock Code

Timing: After visiting Old Miltia

Speak to Janet in the research facility within Sector One of the city area. She asks the party to track down Darrel, a missing architect. The architect is hiding somewhere on the west side of the Foundation's Urban Area. Demolish the car below the dry cleaners and talk to Darrel at the end of the long hall to get the **Statue Blueprint**. Return the blueprint to Janet to get the **Unlock Code**. Backtrack to the statue in Urban Area West and use the code "3859" to reveal **Segment Address No. 11**.

19: A PRECIOUS LIFE

Location: Kukai Foundation

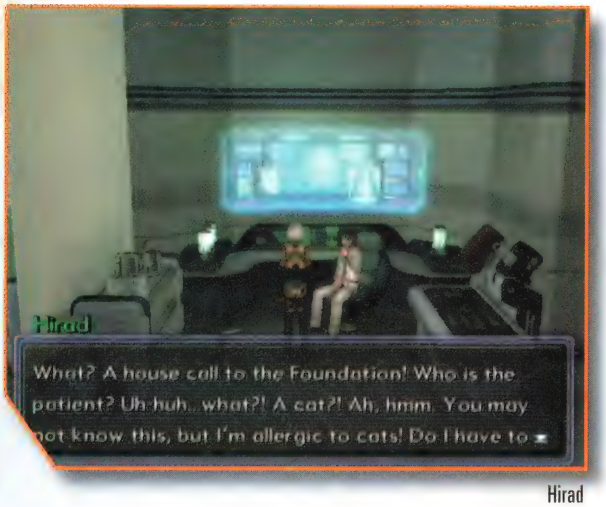
Client: King

Client Location: Urban Area West (inside East 6)

Goal: Find a doctor for the sick cat

Reward: Revive DX (x2)

Timing: After Moby Dick's Café event



Hirad

Find King inside the East 6 garage within the Kukai Foundation's Urban Area West. Josephine the cat isn't feeling well and needs to see a doctor, but there aren't any at the Foundation. Travel to City Sector One of Second Miltia and check the hospital to find the right man for the job. Speak to Hirad about the cat and force him to go. Return to King to receive the reward.

20: A GRIMY HEART OF GOLD

Location: Kukai Foundation

Client: Kramer

Client Location: Our Treasure Inn 2F

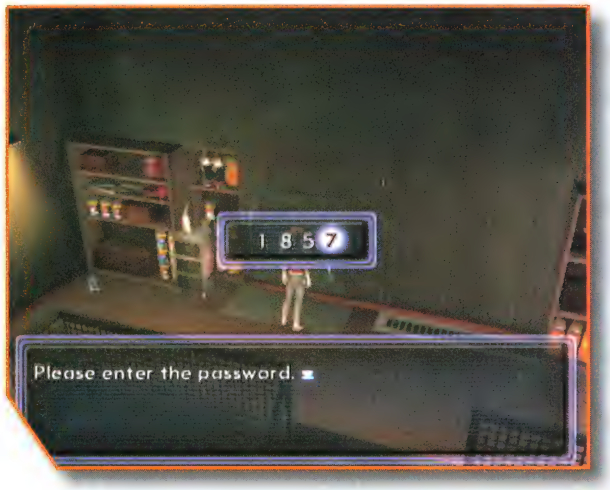
Goal: Clean nine windows in less than two minutes

Reward: King's Key

Timing: After visiting Old Miltia (female leader)

Speak to Kramer with a female leader about washing windows. He challenges the party to clean nine windows in less than two minutes, his personal best. Press the ◉ button to inspect the windows, then rotate the right analog stick clockwise four times until the controller vibrates. Two minutes is a lot of time, so take it easy. The trick is to make full circles at an even pace. Keep in mind that there's no limit to the number of attempts. Kramer rewards the party with **King's Key** when the record is broken.

Inspect the key to find the "1857" password. Take the code to East 6 and use it on the glowing switch to reveal a hidden room. Talk to the man inside to find a secret area. Walk to the end of the hall and open the chest to collect **Skill Upgrade D** (x5).



21: HIDDEN THINGS IN HIDDEN PLACES

Location: Kukai Foundation

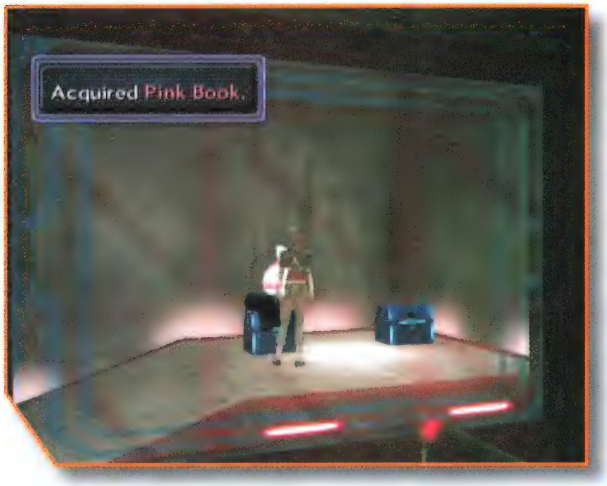
Client: Roy

Client Location: Urban Area West (next to Lavare Cleaners)

Goal: Recover the Pink Book

Reward: Skill Upgrade E (x6)

Timing: After loading "Game Clear Data" from Xenosaga EPISODE II



Roy asks the party to retrieve his time capsule, which is hidden inside the Factory. This is just one of three secret dungeons that can only be accessed once the Game Clear Data has been loaded. Follow the Robot Academy walkthrough (see page xx) to find the time capsule. It's located at the end of the Factory area after the fight with Dullea Soul. Solve the light puzzle and collect the **Pink Book**. Return the book to Roy to claim the reward.

22: CHALLAH AND CHUTZPAH

Location: Kukai Foundation

Client: Johnny

Client Location: Urban Area West (outside bakery)

Goal: Promote the bakery by winning games of Paper-Rock-Scissors

Reward: Cross Fist Double Attack (Ziggy and KOS-MOS)

Timing: After Ormus Stronghold

Johnny has devised an unusual promotion for the bakery. The party must challenge the 12 people on the street around the bakery (within the west side of the urban area) to a game of Paper-Rock-Scissors and defeat at least a few of them. Challenge all 12 and do your best to win a few games. Speak to Johnny at any time to see how many customers remain. When all 12 are complete, Johnny rewards the party if they won enough games.

23: STOLEN MEMORY

Location: Elsa

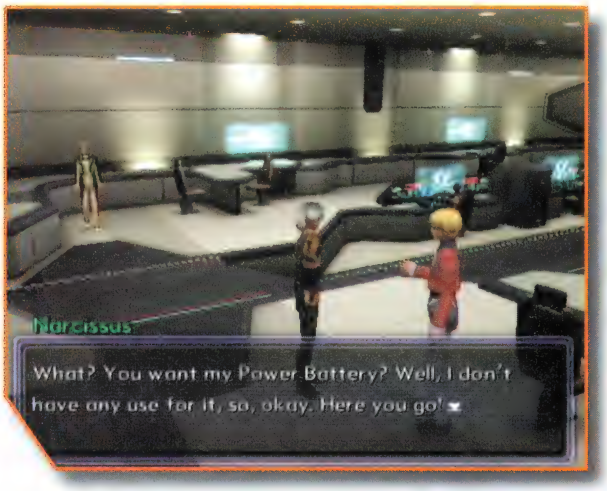
Client: PANACHE

Client Location: Elsa B1 (Robo-Foundry)

Goal: Help restore GIMLET's memory

Reward: Fiery Ritornelle Double Attack (Ziggy and Jr.)

Timing: After Ormus Stronghold



PANACHE needs an alternate power source to check GIMLET's memory. Travel to Second Miltia and visit Vector's Second Division. Speak to Narcissus in the first room to claim the **Power Battery**. Return to the Elsa and use the battery on the scanner next to PANACHE. The lights on the sides of the monitor begin to flash. When the light stops, the blocks of the same color on the monitor vanish. Each color must be hit once to restore the picture, so be prepared to return to Narcissus several times to recharge the battery. There's no way to influence where the light stops; just sit back and hope for the best. PANACHE rewards the party when the picture is completely revealed.

24: TRIVIA MASTER!

Location: Kukai Foundation

Client: Simon

Client Location: Launch area

Goal: Win a game of Destroy Runner: Revenge

Reward: EMAX300

Timing: After loading "Game Clear Data" for Xenosaga EPISODE II

Speak to Simon to receive a **Free Play Token**. Go to the Our Treasure Inn and use the token to play Destroy Runner: Revenge. The game asks a series of 20 very challenging questions that relate to the game. Get them all right and revisit Simon to get a reward. The answers to the questions are as follows:

1 4	6 229	11 12	16 34
2 2000	7 3	12 82	17 01
3 8	8 6	13 4	18 9
4 4	9 10	14 10	19 7
5 40	10 5	15 25612	20 28080

25: AN OLD DANCER REMINISCES

Location: Second Miltia

Client: Stella

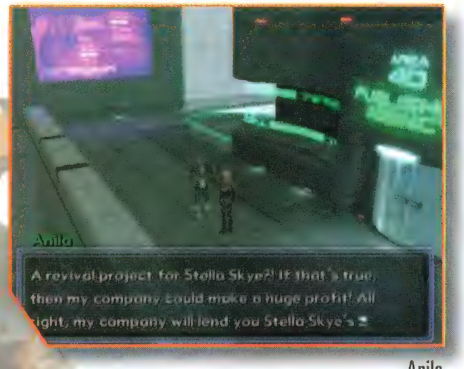
Client Location: City Sector One (inside Ballet Award home)

Goal: Return the ballerina's precious items

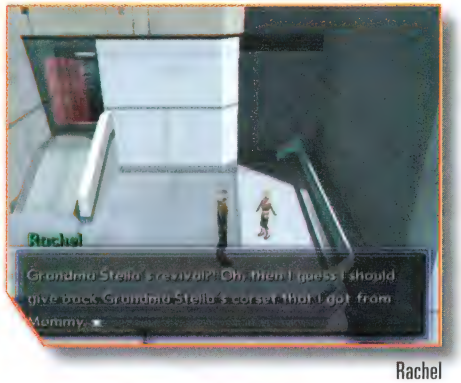
Reward: Class Upgrade C (x2), chaos' Swimsuit, Shion's Swimsuit

Timing: After Uzuki Residence event

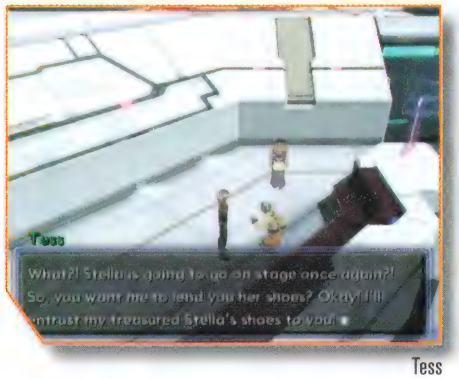
Stella wants three precious items returned to her. The three items are in the possession of local residents that are located in sector two. Anila is outside of the Area 40 Publishing Agency and he has **Stella's Hairpin** in his possession. Rachel, near the backdoor of Moby Dick's Café, is carrying **Stella's Corset**. Tess, who has **Stella's Shoes**, is located near the top of the ramp that leads to the water works. Return the items to Stella to receive the reward.



Anila



Rachel



Tess

26: RESCUE!

Location: Kukai Foundation

Client: Pitt

Client Location: Launch Area

Goal: Save Henry from Toys Universe

Reward: Secret Key 10 (unlocks the Level 2 Class H skill "Inner Peace")

Timing: After Labyrinthos

Pitt's son was accidentally transported into the past. He's in Toys Universe in Old Miltia 14 years ago. Pitt provides the party with the **Toy Store Key**. Use the U.M.N. Simulator to return to Old Miltia on foot and run to the Toys Universe entrance, which is near the end of the area. Enter the code "4949" to unlock the door. Henry is inside the storeroom being attacked by a large Gnosis.

Shion and chaos make a decent party with KOS-MOS or Jin. Prepare for the battle by equipping Fire and status protection on each of the characters. Strengthen KOS-MOS' attack with Thunder Sword during the battle and attack the boss as a team. Also, use Flame Veil to cut down the damage from the boss's Ether attacks. Destroy the boxes to reach Henry after the battle, then return to Pitt to claim the reward.

Name	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Grips Sister	Gnosis	B B B	Ether	Au/Th/Pc/Sl/St	22,400	30,000	1800	1800	Skill Upgrade D	Skill Upgrade E

27: THE MASTER BARTENDER

Location: Elsa

Client: ADONIS

Client Location: Elsa Diner

Goal: Mix a hangover remedy for Captain Matthews

Reward: Decoder 14

Timing: Once the Elsa is available

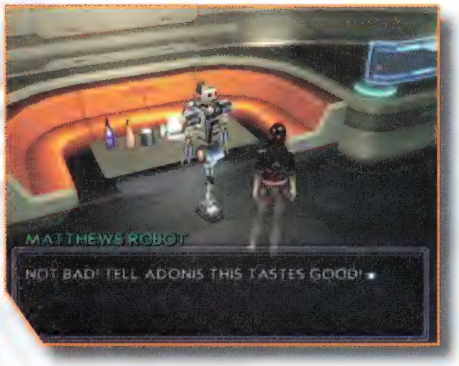
Bartender ADONIS needs help mixing a hangover remedy for Captain Matthews. There are three potential ingredients: orange juice, tomato juice, and coffee. The cure is seven portions of the three ingredients mixed together. Talk to the four robots huddled together to gather clues about the captain's taste in drinks, then speak to ADONIS again to mix the cure. The clues are:

Clue 1: *Likes fruity drinks like orange juice.*

Clue 2: *Likes tomato juice and coffee about the same.*

Clue 3: *Never drinks plain orange juice.*

Clue 4: *Balance is important.*



Speaking to ADONIS a second time brings up a small counter. Adjust the counter to read 3-2-2 (3 orange juice, 2 tomato juice, and 2 coffee). Take the mixed cure to the Matthews Robot at the top of the ramp, then return to ADONIS with the good news to get the reward.

28: IRONMAN RUMBLE

Location: Kukai Foundation

Client: Caito

Client Location: Ironman (Urban Area West)

Goal: Defeat Mad Skelter

Reward: Grand Ronde Double Attack (KOS-MOS and chaos)

Timing: After defeating Dark Erde Kaiser and GS 17

Caito wants the party to defeat Mad Skelter. The enemy appears in Heaven's Ruins, which is unlocked in the Robot Academy event. The party must face and defeat Dark Erde Kaiser before Mad Skelter appears in the ruins. Return to the tower after completing the Robot Academy event and climb to the top to find the boss. Remember to return to Caito after defeating Mad Skelter to claim the reward. Mad Skelter takes on the attributes of the highest-level character in the battle party. If that's a character like Shion, the boss will have a high Ether attack and low physical damage, while its defense will be strong against Ethers and low against physical damage. A fighter like KOS-MOS provides a powerful physical attack and defense, along with high Ether attacks and defense. Think about this before going into battle, because it has a huge effect on your strategy. Attack with characters like KOS-MOS, Ziggy, and Jin if the boss becomes weak to physical damage, or use Shion, chaos, and MOMO if it's weak to Ethers. Use Flame Sword if attacking with physical attacks and use Flame Blast if Ethers are needed. Shion is probably the best choice for Mad Skelter to mimic, as she has the lowest parameters overall. Make sure she is the highest-level character at the start of the battle. After Mad Skelter copies her attributes, change the party members appropriately.

This is a challenging fight. The boss uses a ton of attacks that cause L type status effects that aren't worth removing, since they're replaced very quickly. The one status effect to worry about is the H effect, which must be removed immediately. If not, the boss attacks the character with an instant death shot that heals the boss for as much health as is stolen from the victim. Also, keep the party's health above 1500 as much as possible. The Pandora's Gate attack hits all party members and usually causes around 1400 points of damage. Save Erde Kaiser Fury until late in the fight. It causes a large hunk of damage that can possibly finish off the boss with about 10,000 HP remaining.

Name	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Mad Skelter	Gnosis	C B C B	—	Bm/Fi/Sl	47,000 (varies slightly)	76,000	4200	5400	Skill Upgrade E	—

29: A BIG FISH TALE

Location: Kukai Foundation

Client: Butch

Client Location: Fishing Lab

Goal: Catch Red Eye

Reward: Decoder 16 and Red Eye Fish Print

Timing: After Ormus Stronghold (male leader)

Talk to Butch near the dock with a male leader. He's looking for someone to catch a huge mutant fish known as Red Eye. Agree to help out and the party is given one minute to catch the fish. Run onto the dock (near the start is sufficient) and press the ◉ button to cast the line, then spin the right analog stick clockwise at a steady pace. The controller vibrates when the reeling is done properly. Cast and reel in the line until the party catches the Red Eye, which is in a random spot each time. The party can attempt to catch the fish as often as possible; simply talk to Butch to attempt it again.

30: FIVE LITTLE KITTIES

Location: Kukai Foundation

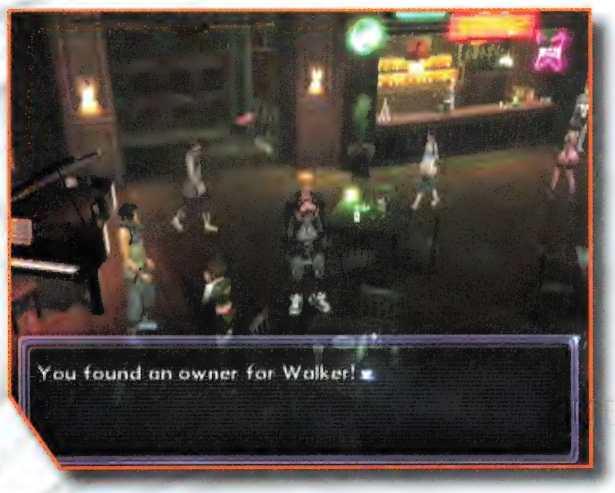
Client: Clive

Client Location: East 6 2F

Goal: Find owners for the kittens

Reward: Cross Hilbert Double Attack (KOS-MOS and MOMO)

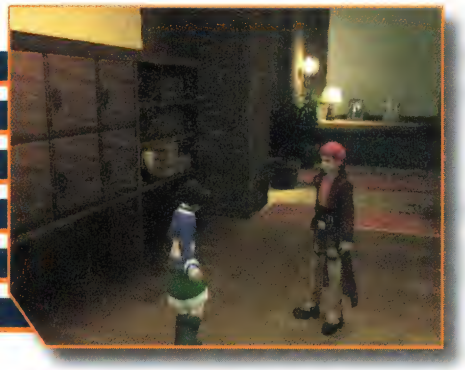
Timing: After visiting Old Miltia and GS 19



Speak to Clive on the second floor of East 6. There are five kittens in the building that need homes. Inspect each cat to determine its personality, then track down an owner that matches that particular personality. To make things easier, take all five kittens before searching for their owners.

Kitten	Owner
Loop	Valentino (Moby Dick's Café)
Newt	Agnese (Area 40 Publishing Agency)
Ollie	Marcela (Space Port)
Rebour	Kagari (Lavare Dry Cleaning)
Walker	Nastya (Ironman)

31: MEMORIES LAST FOREVER



Location: Kukai Foundation

Client: Layla

Client Location: Our Treasure Inn 1F

Goal: Locate a photographer

Reward: Vault Key

Timing: After Ormus Stronghold (Jr. or MOMO as leader)

Layla is looking for the person who took an old photo of her family, which was recently used in a pamphlet. Check out the large photo on the third floor to find the name "Augusta Hanson." The logical place to go is the Area 40 Publishing Agency. Speak to Augusta in the lobby and return to Layla to get the reward.

Use the combination on the Vault Key, 0813, to unlock the door to the left of the counter. The chest behind the door contains four **Med Kit DXs**.

32: FOR THE CAPTAIN!

Location: Elsa

Client: KAMIKAZE

Client Location: Elsa B1

Goal: Help Captain Matthews pay off his debt

Reward: Secret Key 19, KOS-MOS' Special Attack X-Buster, Jin's Swimsuit, Skill Upgrade E (x40), and the Power Strike Double Attack (MOMO and Ziggy)

Timing: Once the Elsa is available

The robots KAMIKAZE and K-2 want to open a store, but Captain Matthews won't allow it because of his tremendous debt. KAMIKAZE asks the party to give items to K-2 at the Second Miltia Space Port. The items are then sold to help pay off the 10,000,000G owed. Obviously, it would take a ton of items to pay off the debt completely. The best way to pay it off is to proceed through the Omega System and face the Patriarch over and over. Use Psycho Pocket to steal Awakening IV from him each time, then sell them for 500,000G each. That means playing through the final area and watching the credits as many as 20 times, but there's no faster means of paying off the debt! You can reduce the number of Patriarch battles by stealing extra Awakenings from Orgulla and Margulis. Also, a few mech accessories, such as the EMAX300 and Auto Recover, sell for 500,000G as well. The upside of fighting the Patriarch so many times is that the party will earn a great deal of EXP, Skill Points, and Class Points. Refer to the Appendices (see page 207) for a complete rundown of prices.

33: ENCEPHALON ADVENTURE

Location: Kukai Foundation

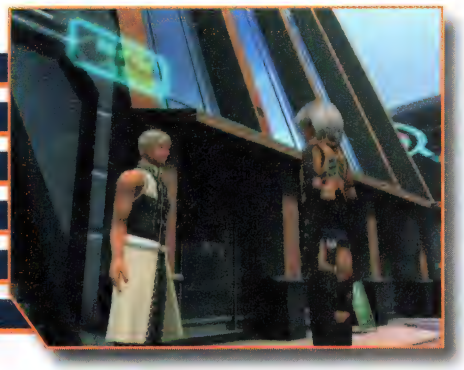
Client: Hugo

Client Location: Launch area

Goal: Disable the Encephalon traps

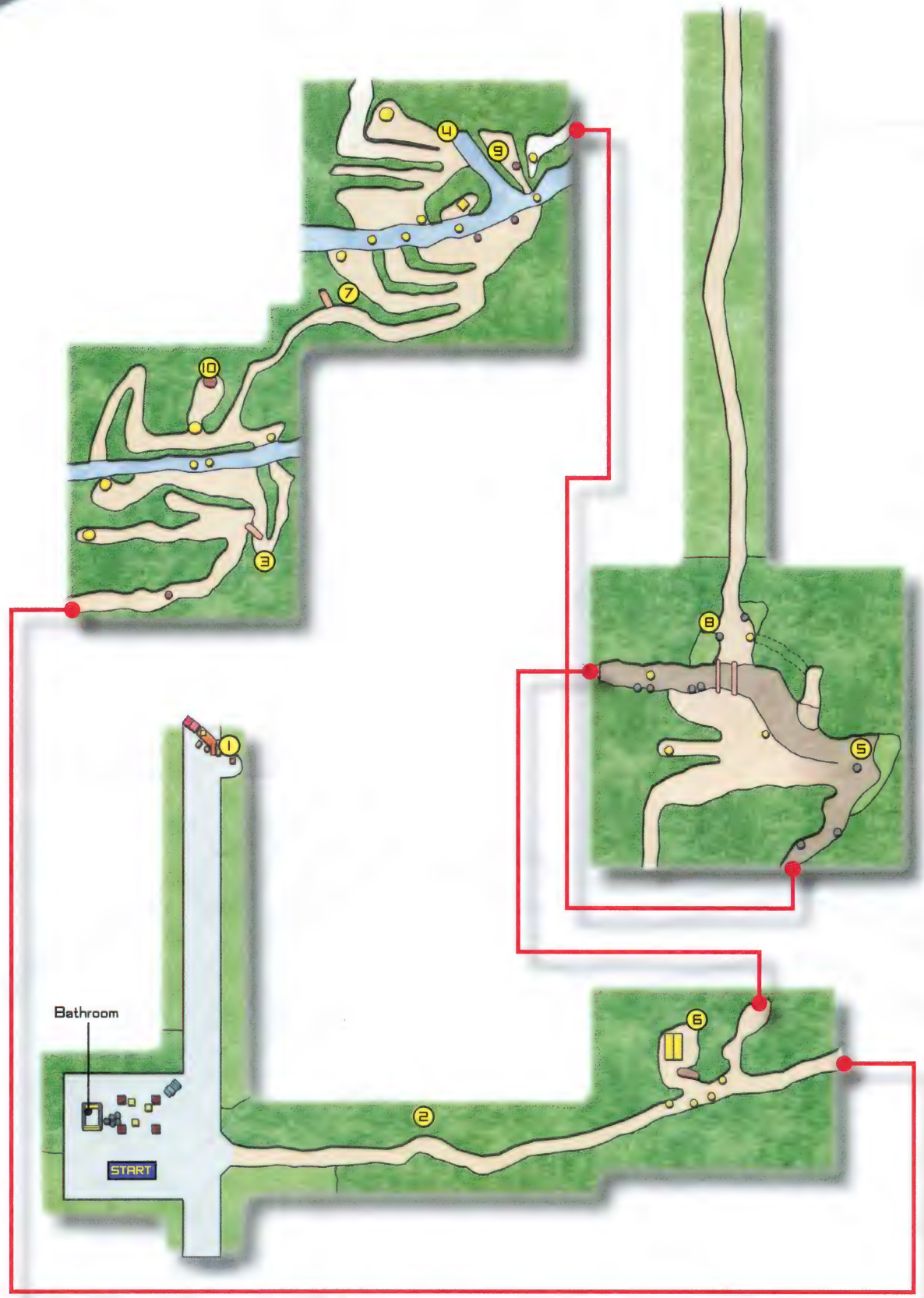
Reward: Secret Key 18 (unlocks the Level 3 Class F skill "Rare +30")

Timing: After Ormus Stronghold



Hugo has hidden ten traps throughout Subconscious Domain (Summer). Use the U.M.N. Simulator to revisit the area. Several trap protection devices are scattered around the area. Use the clues to locate them all. The first clue is located in the bathroom near the dive-in point. Start there, then proceed to the first trap protection. Return to Hugo in the real world after receiving the reward. The protection devices are located in the following locations:

1. Behind the billboard
2. Red flowers on the path into the forest
3. White Flowers
4. Water Cave
5. Tree near Blue Flowers
6. Red Flowers near Shed
7. Hollow Log
8. Red Mushrooms
9. Boulder resembling a face
10. Giant Tree


4
9
7
10
3
8
5
1
Bathroom
6
2
START

34: MILTIAN ROMANCE

Location: Second Miltia

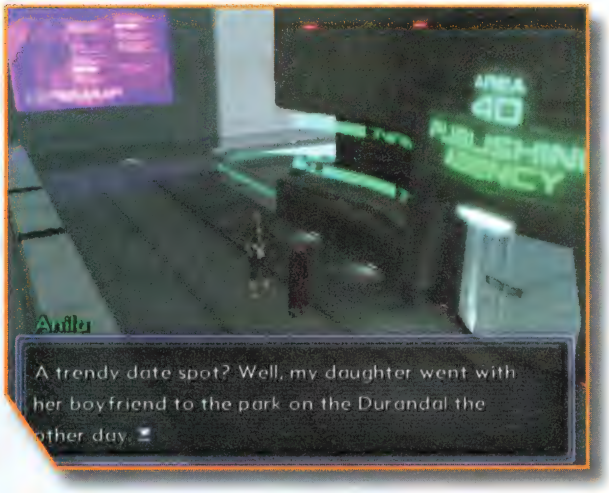
Client: Carlos

Client Location: City Sector Two (below Area 40)

Goal: Find the best spot for a date

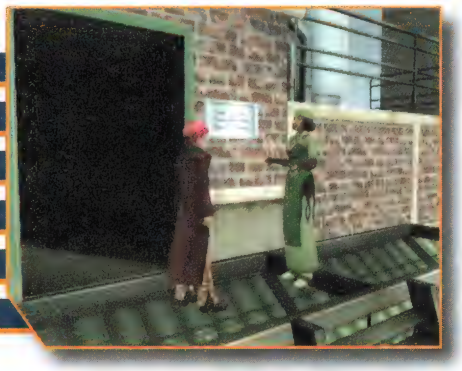
Reward: Lion Heart Double Attack (Jin and Shion)

Timing: After Ormus Stronghold



Carlos is trying to find the best location for a date. Talk to people around the city to determine the most popular location. Second Miltia is the correct choice. Tell Carlos and leave the area. Return and speak to Carlos again to get the reward.

35: ROOFTOP HANDYMAN



Location: Kukai Foundation

Client: Camille

Client Location: Our Treasure Inn Roof

Goal: Fix the 10 damaged spots on the roof

Reward: Decoder 13

Timing: After Labyrinthos (male leader)

Talk to Camille on the rooftop and she asks a male party member to help fix the roof by pounding in nails with a frying pan. The party member has one minute to fix the 10 damaged spots. Run to the damage and quickly tap the ● button to fix the damage. The character stands as soon as the repair is finished. Quickly move to the next spot and keep pounding. Camille automatically rewards the party when the repairs are successfully completed.

36: MISS MILTIA!

Location: Second Miltia

Client: Winona

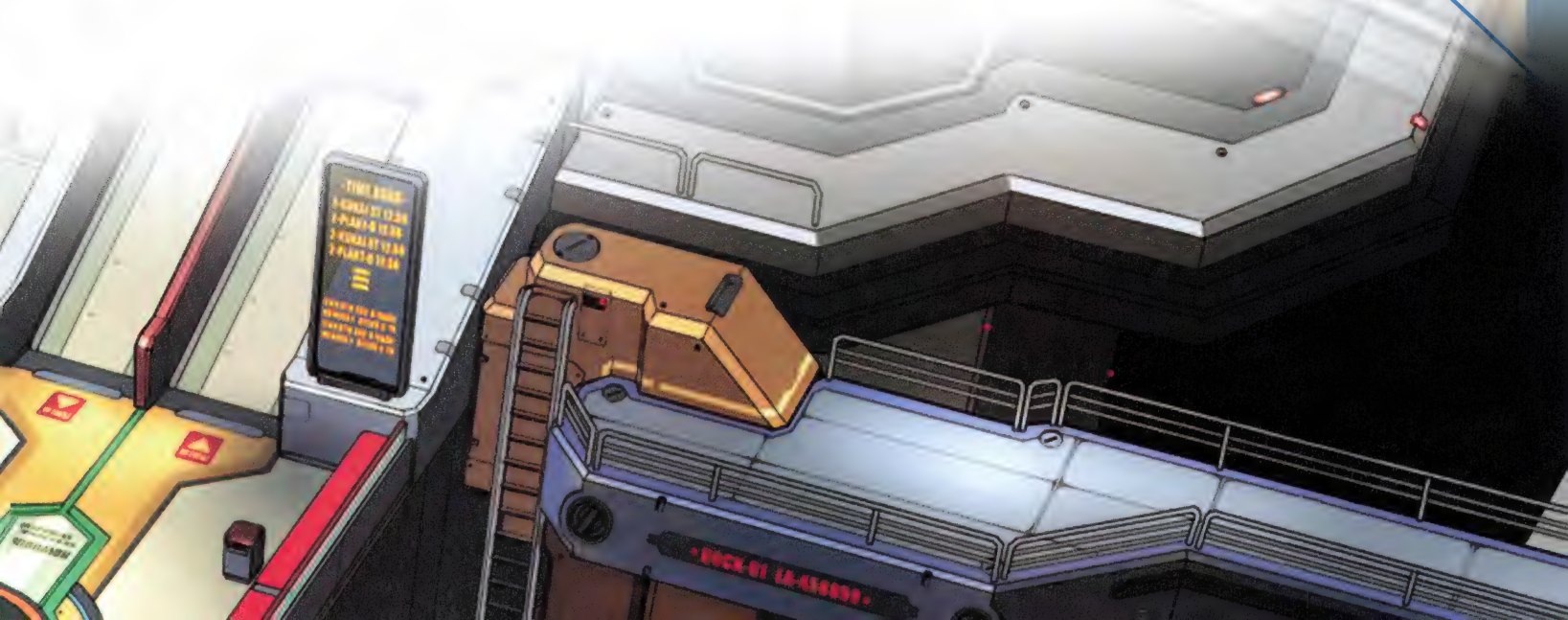
Client Location: City Sector Two

Goal: Complete the other 35 GS Campaigns

Reward: Twin Buster Double Attack (Shion and KOS-MOS)

Timing: After loading "Game Clear Data" for Xenosaga EPISODE II (Shion as leader)

Winona is trying to complete as many of the GS missions as possible. Talk to her once and she challenges Shion to see who can complete the most events. Avoid talking to Winona again until all of the GS missions other than 36 have been completed. Talk to her before that time and the mission is failed.



SEGMENT FILES

S.A. NO. 01

Address Location: Dämmerung Restricted Area (behind the stack of boxes) (page 111)

Decoder Location: GS 05 (My Idol, Dr. Uzuki) (page 158)

Treasure: Secret Key 8 (unlocks the Level 2 Class H skill "Boost 1")

S.A. NO. 02

Address Location: Elsa cabin (page 116)

Decoder Location: Ormus Stronghold (page 119)

Treasure: Secret Key 22 (unlocks the Level 3 Class H skill "Combo Boost")

S.A. NO. 03

Address Location: Area 40 Publishing Agency stockroom (page 91)

Decoder Location: Inside Segment Address No. 16 (page 96)

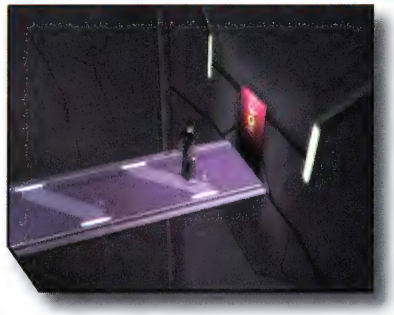
Treasure: Robot Part Left Leg

S.A. NO. 04

Address Location: Ormus Stronghold (transporter maze) (page 120)

Decoder Location: Subconscious Domain (Summer) (page 101)

Treasure: Secret Key 9 (unlocks the Level 2 Class H skill "Expansion Pack")



S.A. NO. 05

Address Location: Labyrinthos (page 135)

Decoder Location: Labyrinthos (page 135)

Treasure: Secret Key 20 (unlocks the Level 3 Class H skill "Skill Up 10")

S.A. NO. 06

Address Location: Second Miltia City Sector Two (behind Angelina Swaine) (page 91)

Decoder Location: Second Miltia (from Angelina Swaine) (page 91)

Treasure: Secret Key 3 (unlocks the Level 1 Class H skill "Focus 1")

S.A. NO. 07

Address Location: Dämmerung Restricted Area (storage room A) (page 110)

Decoder Location: Inside Segment Address No. 14 (page 76; Old Miltia)

Treasure: Robot Part Left Arm

S.A. NO. 08

Address Location: Desert (page 190)

Decoder Location: GS 13 (A Tiny Water Bug) (page 165)

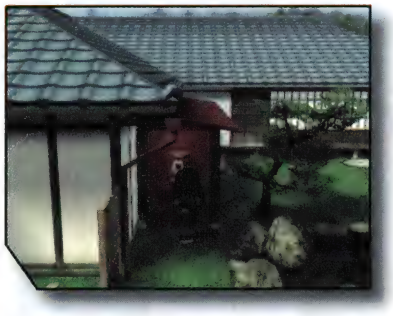
Treasure: Robot Part Body

S.A. NO. 09

Address Location: Second Miltia (Uzuki Residence) (page 93)

Decoder Location: Submerged City (page 130)

Treasure: Secret Key 4 (unlocks the Level 1 Class H skill "EP Regen")

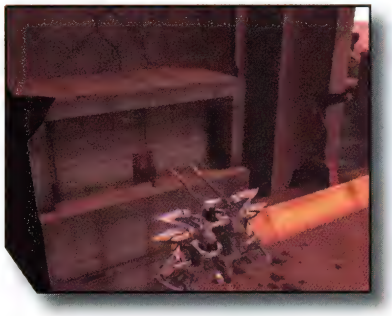


S.A. NO. 10

Address Location: Submerged City (page 130)

Decoder Location: Omega System (on foot via the EVS) (page 143)

Treasure: Secret Key 26 (unlocks the Level 4 Class C skill "Overload")



S.A. NO. 11

Address Location: Kukai Foundation Urban Area West (revealed in the statue by GS 18) (page 95)

Decoder Location: Durandal Park (from the 100-Series Observational Realian) (page 94)

Treasure: Secret Key 23 (unlocks the Level 3 Class H skill "EP Half")

S.A. NO. 12

Address Location: Heaven's Ruins (page 197)

Decoder Location: Heaven's Ruins (defeat Nepos Rigas) (page 201)

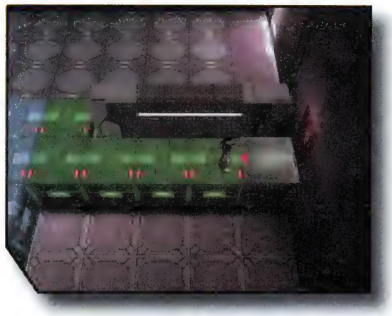
Treasure: Sequencer D

S.A. NO. 13

Address Location: Ormus Stronghold (block puzzle room) (page 120)

Decoder Location: GS 35 (Rooftop Handyman) (page 182)

Treasure: Robot Part Head

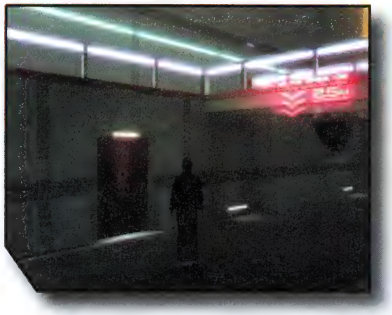


S.A. NO. 14

Address Location: Old Miltia 14 Years Ago (page 76)

Decoder Location: GS 27 (The Master Bartender) (page 176)

Treasure: Robot Part Right Arm and Decoder 07



S.A. NO. 15

Address Location: Subconscious Domain (Winter) (page 101)

Decoder Location: Dämmerung Restricted Area (under tilting glass platform) (page 110)

Treasure: Secret Key 5 (unlocks the Level 2 Class D skill "Stock 1")

S.A. NO. 16

Address Location: Kukai Foundation Urban Area East (revealed in the Ironman by GS 16) (page 95)

Decoder Location: GS 29 (A Big Fish Tale) (page 178)

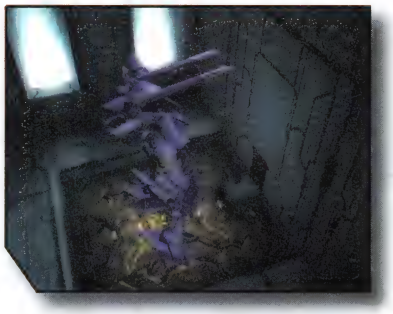
Treasure: Robot Part Right Leg & Decoder 03

S.A. NO. 17

Address Location: Omega System (first stop on the elevator) (page 143)

Decoder Location: GS 06 (Ultimate Recipe) (page 158)

Treasure: Secret Key 28 (unlocks the Level 4 Class D skill "Best Ally")

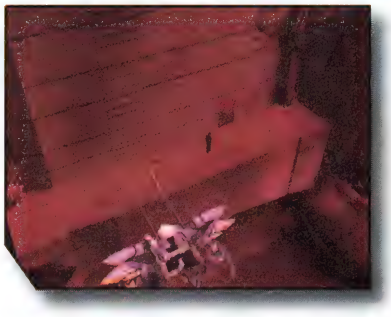


S.A. NO. 18

Address Location: Submerged City (page 130)

Decoder Location: Dämmerung Restricted Area (page 110)

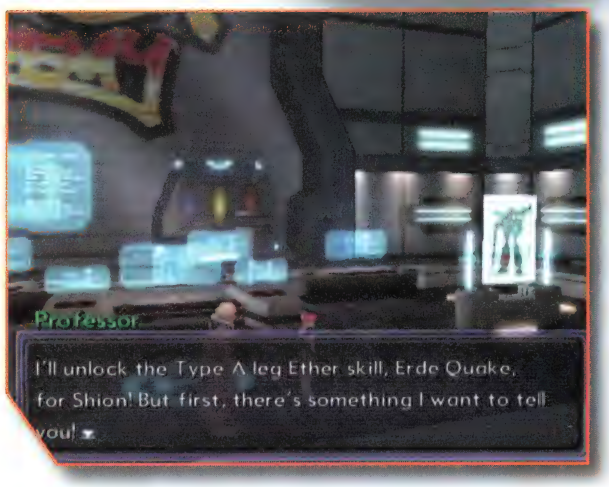
Treasure: Secret Key 16 (unlocks the Level 3 Class E skill "First Combo")



ROBOT ACADEMY SCENARIO

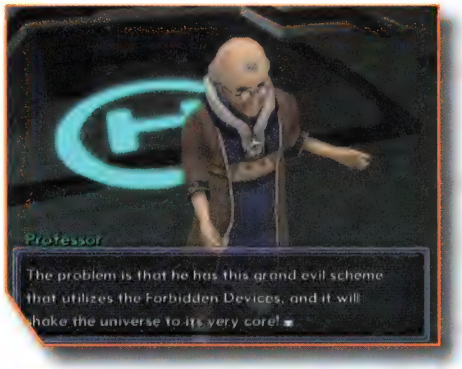
The Robot Academy is located on the lower deck of the Elsa. Throughout the game, the party will find six Robot Parts. When the parts are returned to the Professor at the academy, he will unlock special skills that only Shion can use. All parts but the Body can be collected before completing the game. The Body can be retrieved after loading Game Clear Data. The parts are as follows:

Part	Location
Robot Part Right Arm	Segment Address No. 14
Robot Part Left Arm	Segment Address No. 07
Robot Part Right Leg	Segment Address No. 16
Robot Part Left Leg	Segment Address No. 03
Robot Part Head	Segment Address No. 13
Robot Part Body	Segment Address No. 08

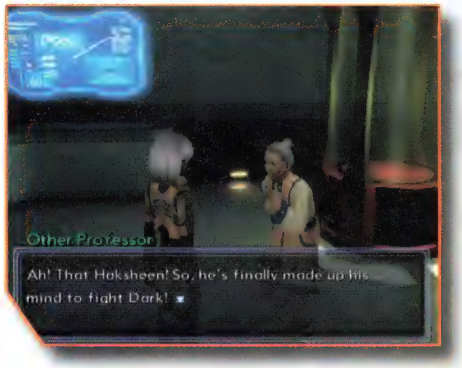


THE DARK PROFESSOR

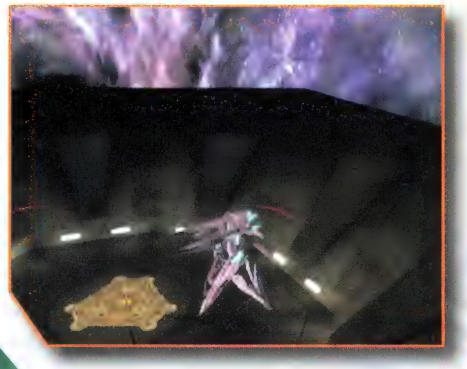
In addition to collecting the Robot Part Body, there's a second storyline that occurs after the game has been completed once. Talk to the Professor in the Elsa after loading the "Game Clear Data" from *Xenosaga EPISODE II.* He tells the tale of his "twin brother," the Dark Professor, who is creating Dark Erde Kaiser. He also mentions that the party should talk to the Other Professor, who lives on Second Miltia, about finding the Dark Professor.



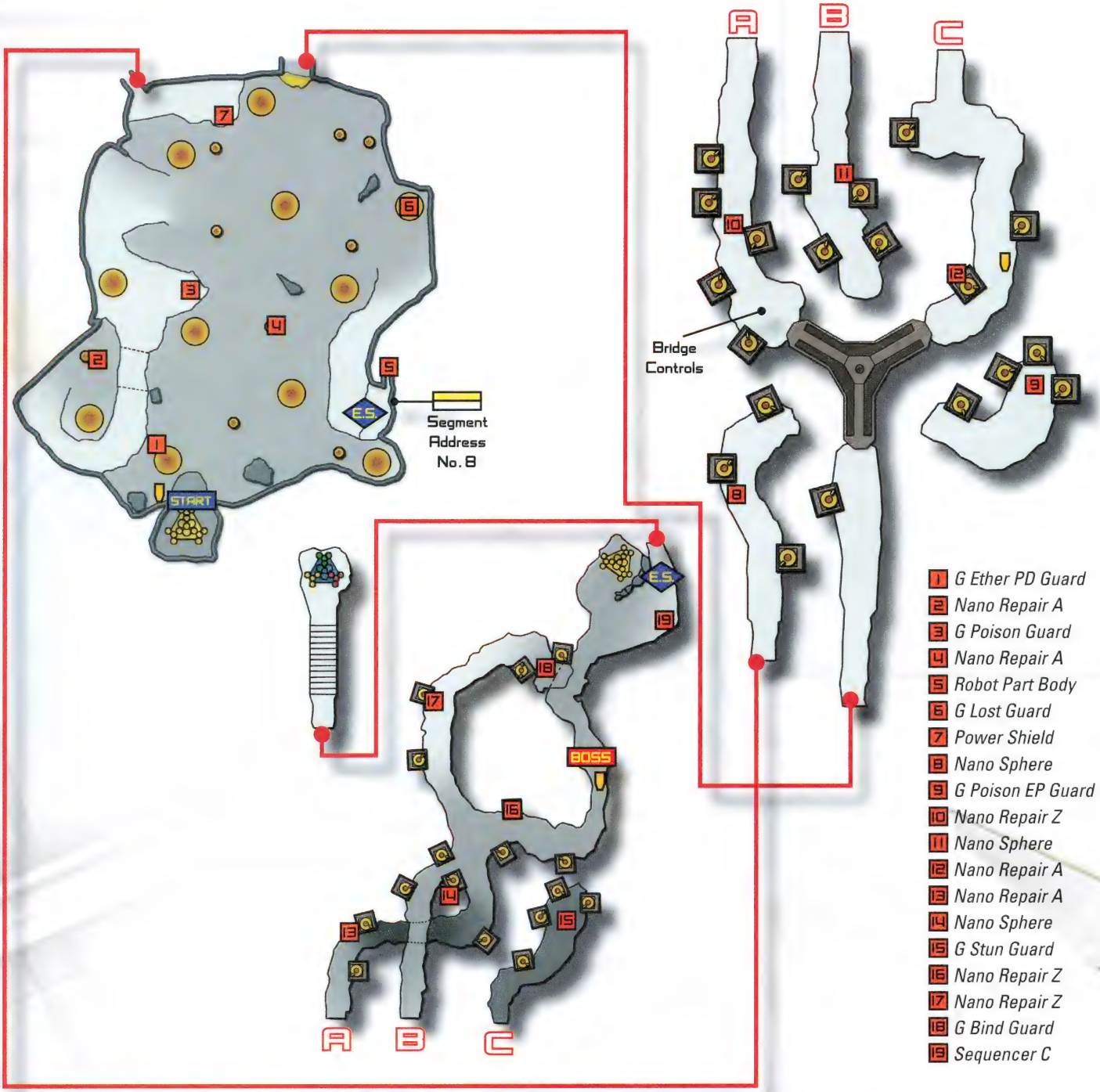
Find the Other Professor in the research lab within Second Miltia City Sector One. The Other Professor gives the party **Sequencer B** to unlock the yellow **Forbidden Device**. He also opens the way to the green **Forbidden Device** inside the research facility, but it requires **Sequencer A**.



Go to the local U.M.N. Simulator and revisit Ormus Stronghold. Look for the yellow Forbidden Device at the end of the east path from the first intersection. Activate the device to travel to the Desert area.



DESERT



ENEMY DATA

Name	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Arvakv	Gnosis	—	Ether	Au/Ic/Pc	22,000	5000	—	—	Nano Repair A	Skill Upgrade C
Ashmed Bapuz	Gnosis	—	Physical	Bm/Th/Pc/Sl	16,000	6400	—	—	Nano Repair A	Class Upgrade B

NAVIGATING THE DESERT

The first section is patrolled by Arvakvs. Use the E.S. Asher and E.S. Zebulun in the battle party. Their basic ranged attacks are very effective against the creatures. Also, Zebulun's Golden Bow special attack does massive damage to them. Acquire all of the items from the area and attack the center of the back wall to reveal a passage. The rock wall is tough, so attack it repeatedly until it breaks.

LIVE TO FIGHT ANOTHER DAY

The enemies in this area are tough. It's best to run from battles where the party starts off surrounded. Also, save often to prevent losing progress and to restore lost HP and EP.

The second and third areas are patrolled by Ashmed Bapuzs. Put Shion in the E.S. Asher so its special attacks are effective against the Gnosis. Explore the right branch in the center area first, then backtrack and explore the left branch. Hit the switch next to the triangular platform to spin it. Go to the north area and come back down the center to explore the southeast and southwest corners. Head north to face this area's boss.

SCARABEILLE

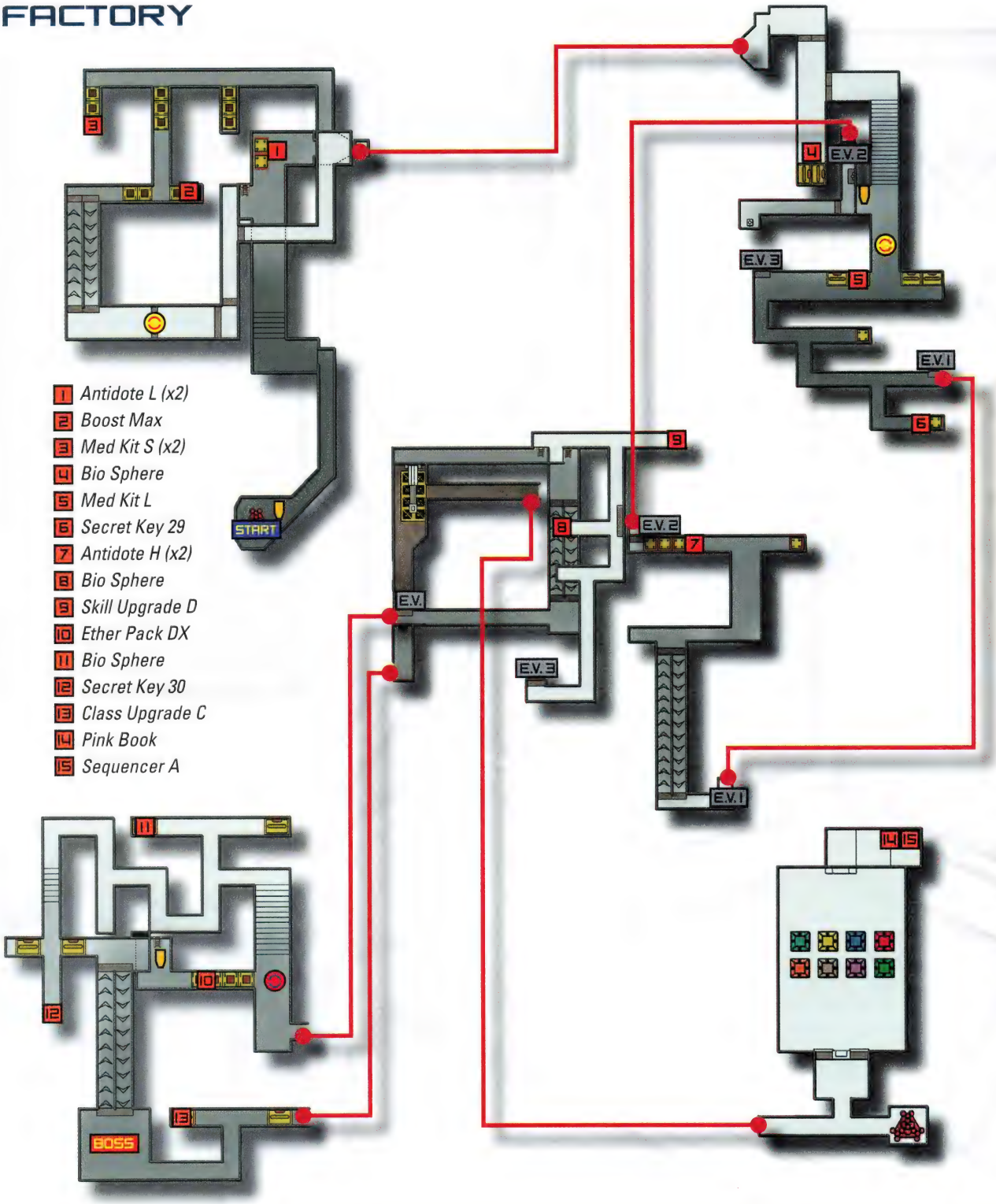
Type	Gnosis
Break	—
W.ATK.	Ether
W.ATR.	Bn/Au/Fi/St
HP	96,000
EXP	68,000
S.Pts	—
C.Pts	—
N.Item	Skill Upgrade E
R.Item	—

Prepare for battle by placing Ziggy in the E.S. Zebulun and equipping the robot with the EMAX300 accessory. Place Shion in the E.S. Asher with another EMAX300. Put other accessories on the robots that increase their agility, prevent Stun, and cure negative status effects.

Move behind the boss as soon as the battle begins and charge to 300 energy. Unleash the Meteor Blast and Odin Buster to take a big bite out of the boss's HP. Make sure to attack the boss in the back and Boost so the attacks fall on the CTC Event Slot for maximum damage. Beware of intercepts late in the battle. If the boss intercepts a 300 energy attack, it's almost always instant death for the party. Use lighter attacks until the threat passes.

Collect **Sequencer C** after the battle, use the yellow Encephalon Device to return to Ormus Stronghold, and exit the U.M.N. Simulator. Use the U.M.N. Simulator again, but choose the Subconscious Domain (Summer) this time. Locate the red **Forbidden Device** east of the start and inside the old shed in order to enter the Factory. However, before going there, make sure to start GS 21 by talking to Roy at Kukai Foundation Urban Area West. Otherwise, the party will have to backtrack through the entire dungeon to leave it once they reach the end.

FACTORY

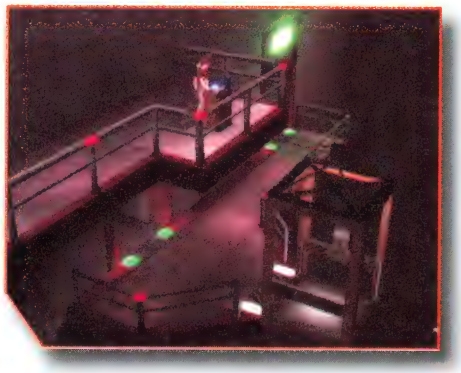


1. Antidote L (x2)
2. Boost Max
3. Med Kit S (x2)
4. Bio Sphere
5. Med Kit L
6. Secret Key 29
7. Antidote H (x2)
8. Bio Sphere
9. Skill Upgrade D
10. Ether Pack DX
11. Bio Sphere
12. Secret Key 30
13. Class Upgrade C
14. Pink Book
15. Sequencer A

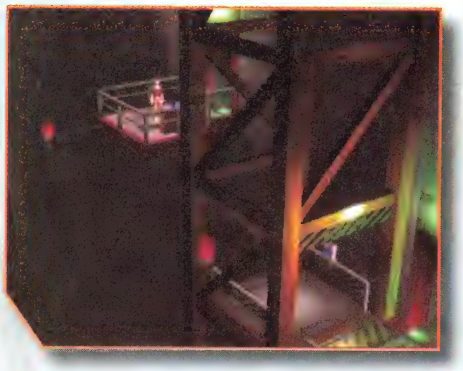
ENEMY DATA

Name	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Ai Apaec	Gnosis	B B	Ether	Bm/Th	8160	6400	72	—	Med Kit M	Med Kit L
Aiakos	Gnosis	C C	—	Bm/Fi/Pc/Sl	5440	4600	180	—	Antidote L	Skill Upgrade B
Deion	Gnosis	C B	Ether	Ic	6560	5200	90	—	Ether Pack S	Ether Pack M
Kazfa Jina	Gnosis	C B B	Ether	Au/Th	7200	5600	100	—	Med Kit M	Class Upgrade B
Okypete	Gnosis	B B	—	Bm/Fi/Pc	4720	4200	80	—	Bio Sphere	Antidote H

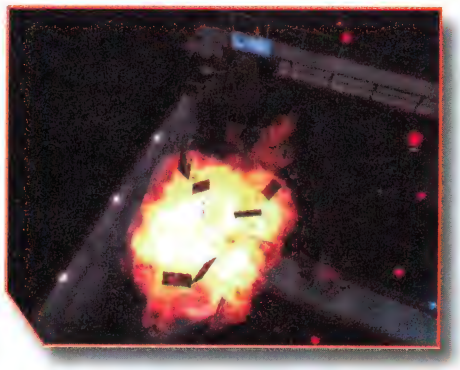
EXPLORING THE FACTORY



The path leads to a cable car that isn't working at the moment. Pass by it and go through the second door. Follow the catwalk around to a blue button on the wall. Cross the catwalk just before it to find a second blue button above the cable car. Use the button to activate the car, then return to the previous room and press the other blue button to lower a ladder. Climb down and use the cable car to reach the next section.



Follow the hall down and pass a ladder and an inactive elevator to reach an active elevator in the southeast corner. Use the elevator to go down a level. Ride the conveyor belt at the bottom and fight through the hall to the next elevator, which takes the party back up a level near the ladder that they passed earlier. Follow the catwalk to its end and a flashing blue button. Press the button to activate the elevator below, then backtrack to the ladder and lower it. Save at the save point below and travel south to the first elevator. Use it to drop down a level.



Walk the path and fight through the exit. Climb down the ladder on the other side to find a crane hanging from the catwalk. Press the button on the control panel to drop the crane into the crates below, which causes them to explode. Backtrack through the exit and climb down the nearby ladder. Pass the next elevator and enter the room that follows. Go around the north side of the area to reach the conveyor belts in the center. Press the blue switch next to the conveyor belts to lower the ladder, which can be used to hit the save point another time. Ride the conveyor belts down to face the boss.

DULLEA SOUL

Type	Gnosis
Break	B C C C
W.ATK.	—
W.ATR.	Ic/Pc
HP	57,600
EXP	72,000
S.Pts	3600
C.Pts	5400
N.Item	Skill Upgrade E
R.Item	—

MOMO, Jr., and KOS-MOS are an excellent party for this battle. Make sure all three characters have the Ice Sword skill before challenging the boss. It's used with all three characters to power-up their attacks.

Begin the battle by Stocking to three bars with each character. Pound on the enemy with short combos until the boss's HP reaches roughly 38,000. At this point, the boss begins to rattle off a list of codes. Begin the first assault before the boss starts shouting out numbers. Cast Ice Sword on all three characters, then have Jr. open with a ▣ △ (Zone: B C) while KOS-MOS Boosts. Have KOS-MOS follow with △ △ (Zone: C C) and ◉ ◉ ◉ to put the opponent into the air. Boost MOMO and Jr. to take advantage of the situation. When the dust settles, the boss should have around 16,000 HP remaining.

As the boss begins to shout out the codes, Stock up attacks once again and recast Ice Sword. Begin the second assault just after the fourth set of codes is revealed. Follow the same pattern with Jr. opening and KOS-MOS knocking the enemy into the air.

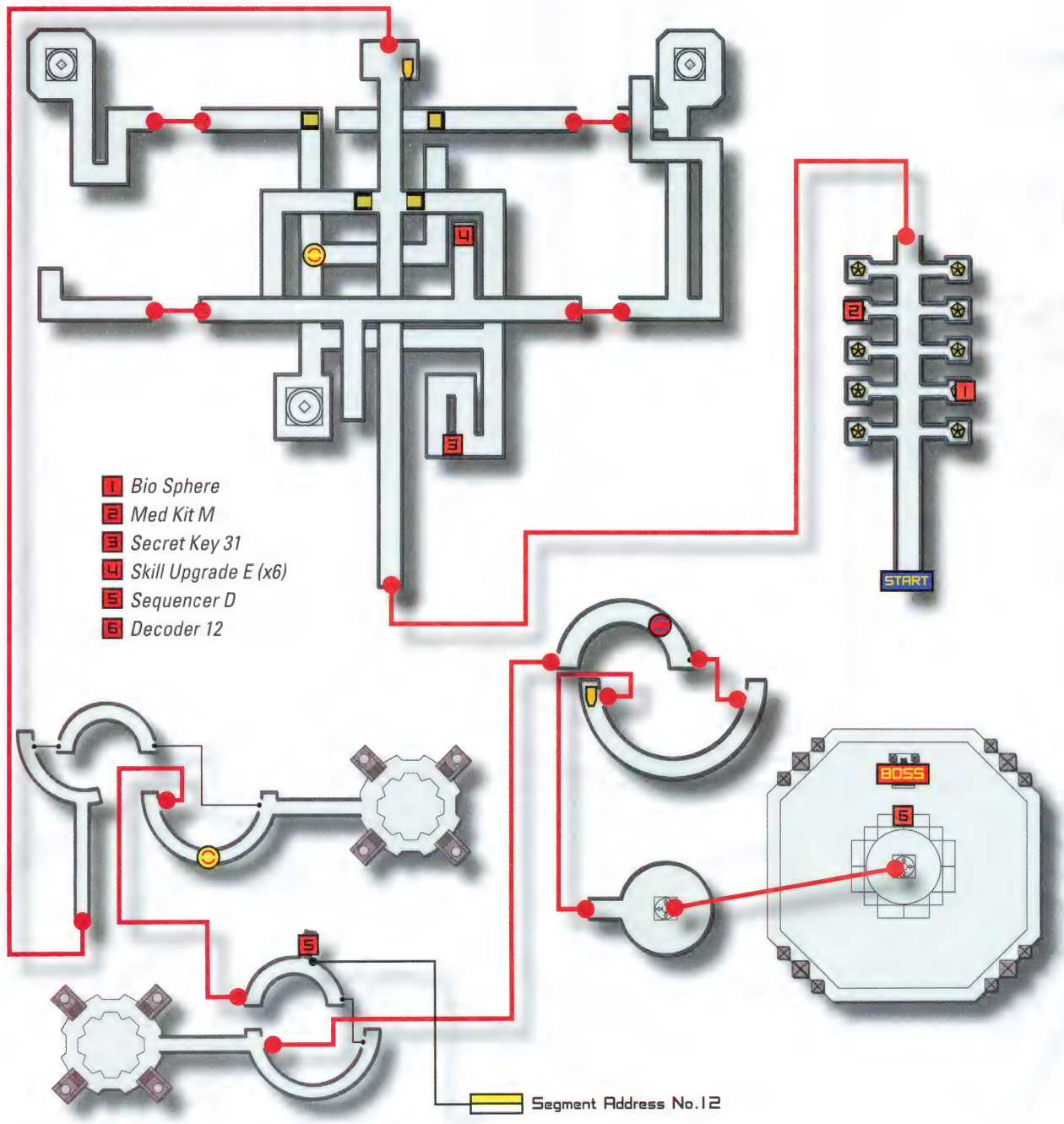
Empty everything into the boss to hopefully prevent it from using its deadly Methane Gas attacks.

Go to the end of the hallway after the battle and use the blue switch to activate the elevator above it. Backtrack to that elevator and ride it down. The path leads to a room with eight colored boxes. The boxes correspond with the numbers the last boss was reciting:

Blue Green	= 1
Yellow	= 3
Blue	= 5
Red	= 7
Orange	= -2
Gray	= -4
Purple	= -6
Green	= -8

Attack five boxes in a row so their final sum is nine. The lights at the back of the room keep track of the sum. There are many different solutions to this puzzle. One such order is: Red, Orange, Gray, Blue, and Yellow (7 – 2 - 4 + 5 + 3 = 9). The door in the back opens when the puzzle is solved. Check the chests to find **Sequencer A** and the **Pink Book**, then return to Subconscious Domain (Summer) and exit the U.M.N. Simulator. Travel to Second Miltia and the research lab in the city area. Use Sequencer A to enter the green Forbidden Device.

HEAVEN'S RUINS



ENEMY DATA

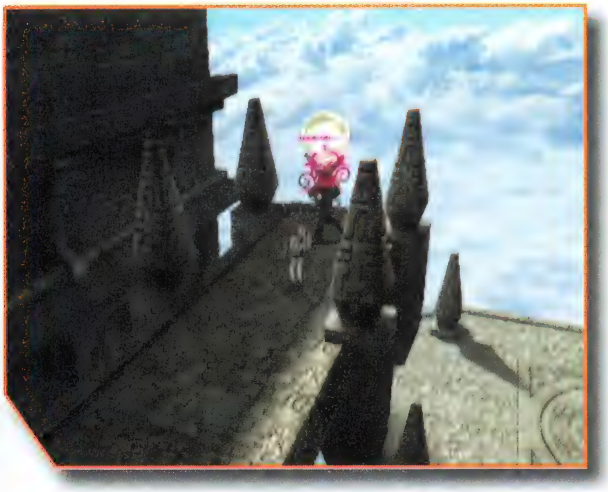
Name	Type	Break	W.ATK.	W.ATR.	HP	EXP	S.Pts	C.Pts	N.Item	R.Item
Ai Apaec	Gnosis	B B	Ether	Bm/Th	8160	6400	72	—	Med Kit M	Med Kit L
Aiakos	Gnosis	C C	—	Bm/Fi/Pc/Sl	5440	4600	180	—	Antidote L	Skill Upgrade B
Armaros	Gnosis	B C	Ether	Au/Ic	10,400	7600	120	—	Revive S	Skill Upgrade C
Azazel	Gnosis	A A	Physical	Bm/Au/Pc	12,800	8800	200	—	Med Kit M	Ether Pack M
Deion	Gnosis	C B	Ether	Ic	6560	5200	90	—	Ether Pack S	Ether Pack M
Kazfa Jina	Gnosis	C B B	Ether	Au/Th	7200	5600	100	—	Med Kit M	Class Upgrade B
Okypete	Gnosis	B B	—	Bm/Fi/Pc	4720	4200	80	—	Bio Sphere	Antidote H
Perun	Gnosis	C B B	—	Bm/Au	22,400	30,000	1200	—	Rejuvenator M	Skill Upgrade D
Stribog	Gnosis	C C B	—	Fi	22,400	30,000	1200	—	Rejuvenator M	Skill Upgrade D
Svarozic	Gnosis	B C B	Physical	Au/Th/Ic/Pc/Sl/St	22,400	30,000	1200	—	Rejuvenator M	Skill Upgrade D
Zwerg Kape	Gnosis	C C	Physical	Bm/Fi/Pc/Sl/St	4160	2400	180	—	Ether Pack M	Skill Upgrade C

ANYTHING BUT HEAVEN

Enter the ruins and walk to the end to find an ornate door that is sealed tight. Destroy the east block that's just south of the door. Follow the twisting walkway around to the southwest corner and defeat Svarozic; this creature's weakness is Ice. Run to the ledge just above Svarozic after the battle and destroy the red orb. Take a moment to go north from Svarozic's position and hang a right at the second intersection. This path leads to a large block with a red spot on one side. The only way to destroy the block is to attack it on the red side. Smash it now and save your game before moving onward.

DEFEATING THE MINI BOSSES

There are several mini-bosses in this stage. Each one has a different weakness, but the strategy for defeating them is essentially the same. Use the Sword Ether that matches the enemy's weakness on Jin, KOS-MOS, and MOMO (i.e. Ice Sword, Aura Sword). Move one character behind the boss and Stock to three bars with each of the characters. Have Jin or KOS-MOS open the assault with a Break attack after casting the correct Sword on the entire party. Have the other two characters Boost and use their attacks. The damage from one round may be enough to finish off the mini-boss if two of the characters attack from the back. Boost until the Boost Gauge runs out or the boss collapses. Even single attacks can be very effective when coupled with the damage bonus from a long chain. Also, the Ether skills Misty and Infection can be very helpful here. Give these skills to MOMO. Cast Infection first, then Misty to prevent the boss from healing itself.



Leave the main area through the door in the southeast corner. Defeat Perun on the small northeast ledge. Perun's weakness is Aura, so use Aura Sword to strengthen the party's attack. Check out the ledge above Perun's location after the battle to find a yellow orb and smash it. Also, explore the path through the northwest door. Go to the end and blast the block across the small gap. Backtrack to the save point and rest again.

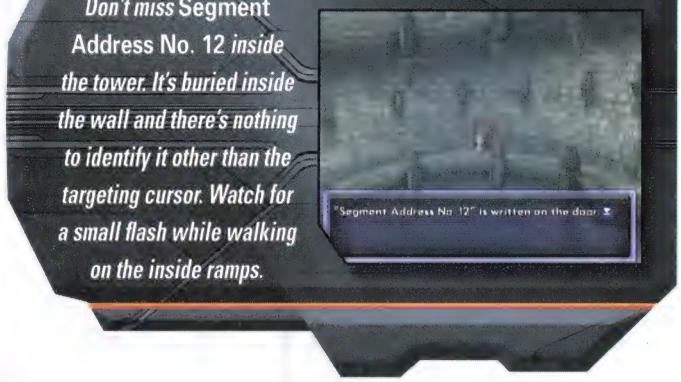
Wind around to the northwest door in the central area. If you didn't destroy the two blocks with a red side, do so now or it's impossible to reach the door. Walk up the ramp and challenge Stribog; its weakness can be exploited through the use of Flame Sword. Backtrack to the main room and enter the door on the southwest side. The path leads to a blue orb. Smash it and return to the gate in the center, which has vanished now that the three orbs have been eliminated. Save and bravely enter the hall.

Climb the ramp to the tower and stop at the landings along the way. The party must defeat the enemies on each landing. These aren't easy battles, but the party can escape if things don't go well. The first battle features a pair of speedy Armaroses and an Azazel. The easiest way to eliminate these enemies is to take Shion, KOS-MOS, and Jin. Put the First Combo skill on Jin and KOS-MOS so they begin the battle with one bar in the Stock meter. Cast Ether Spear and Aura Sword on Shion, as this will significantly increase the effectiveness of Erde Kaiser Fury in a few moments. Attack one of the Armaroses with Jin or KOS-MOS and knock the enemy into the air. Boost whichever character did *not* attack and do the same thing to the second Armaros so that both are airborne at the same time. Have Shion Boost behind them and use Erde Kaiser Fury. The extra damage should be enough to eliminate or nearly eliminate the Armaroses. Use the Aura Sword and a physical attack to finish off the Azazel.

The second landing is the reverse of the first. There are two Azazels and an Armaros. The same approach works at the start of the battle, but the party must quickly eliminate one of the two Azazels to avoid being overcome by their powerful Ether attacks. Use Stock 1 and Aura Sword to quickly prepare KOS-MOS for another assault. Lay into whichever of the two Azazels is weakest. If they can quickly eliminate the first two enemies, the battle is simple from that point forward.

SEGMENT ADDRESS NO. 12

Don't miss Segment Address No. 12 *inside the tower. It's buried inside the wall and there's nothing to identify it other than the targeting cursor. Watch for a small flash while walking on the inside ramps.*



When both landings are clear, a small creature appears on the elevator at the top of the tower. Engage the creature to battle five Zwerg Kape enemies. Fighting a lone Zwerg Kape isn't much of a challenge, but a group of them is much more challenging. Their hits tend to launch the target into the air, which gives one of their brethren a chance to score an extra hit with a damage bonus. The easiest way to win this battle is to use Shion's Erde Kaiser Fury, which can wipe out all five in one shot. Without it, use Fire and Beam attacks to eliminate the creatures quickly or they'll begin to reappear. After eliminating all of them, the elevator becomes active and rises into the air. Walk out of the center and back to ride the elevator back down and save before challenging the boss.

NEPOS RIGAS

Type	Gnosis
Break	C B C C
W.ATK.	Ether
W.ATR.	Bm/Au
HP	59,000
EXP	84,000
S.Pts	4800
C.Pts	5400
N.Item	Skill Upgrade E
R.Item	—

This is a tough one, so come prepared. Nepos Rigas is weak against Beam and Aura, but neither chaos nor Shion are the best offensive characters. It's usually better to take Jin and KOS-MOS with Shion and use Aura Sword on them. Put Spear Coats on each party member, too. Make sure two of the party members have the Refresh H and everyone else has Medica 2 and Revert. It also helps if everyone has Focus 1 or Focus 2. Shion should definitely have Focus 2, since she's the best healer in the group.

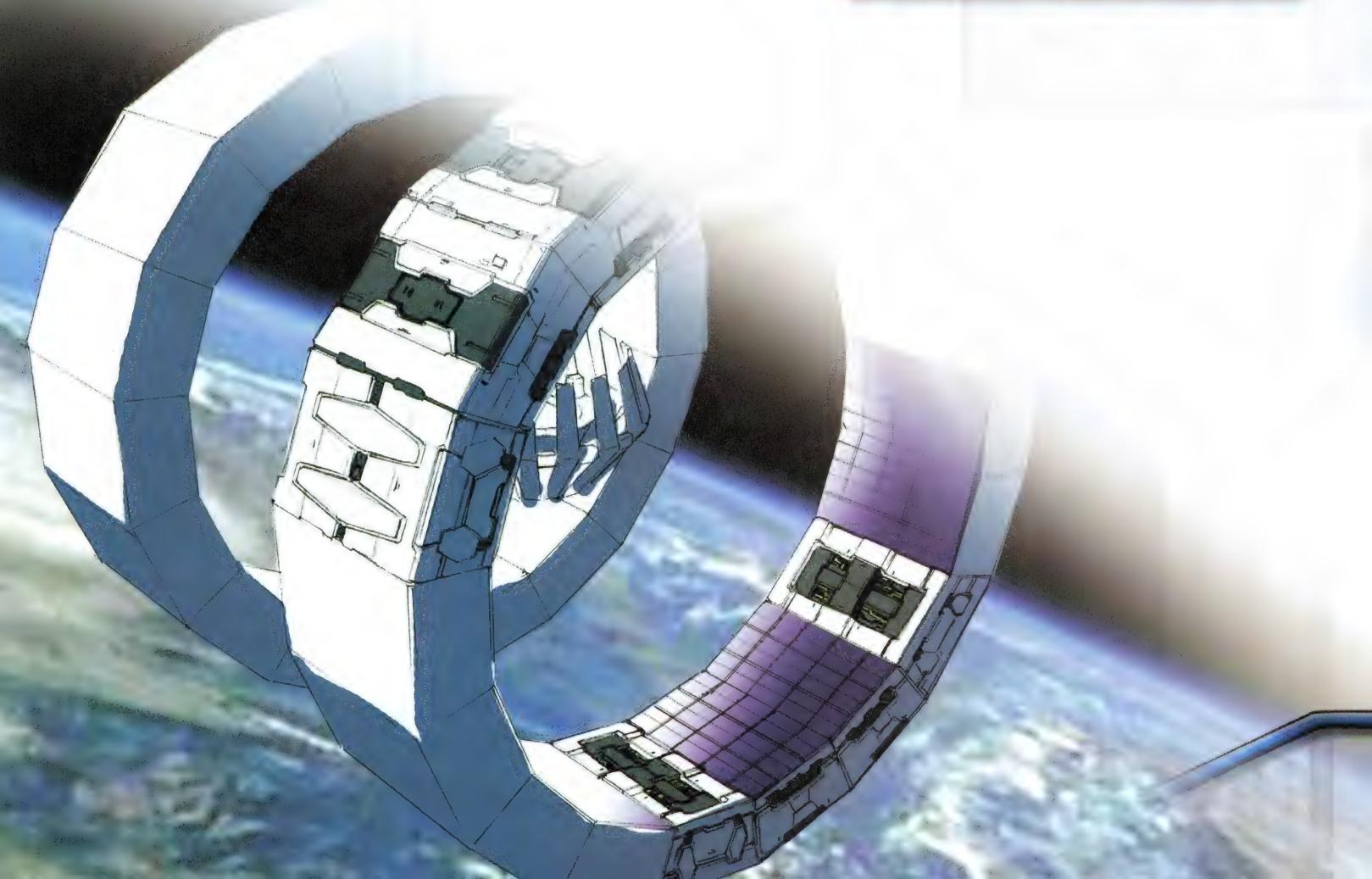
The battle starts off simple. Have KOS-MOS and Jin work together to create Breaks while pounding away at the boss's seemingly endless HP. About halfway through the battle, the boss creates a shield that prevents Breaks. Stock up with Jin and KOS-MOS, cast Aura Sword on both, and attack the shield with six or more consecutive Aura-based attacks and it falls. Be ready to launch an assault as soon as this occurs, since the window of opportunity is very small. Pay close attention to all three fighters; in particular, keep a close eye on Shion's HP. Cast Flame Veil on her to lessen the damage taken from the boss's most devastating attacks.

When the battle is nearly over, the action pauses and the boss challenges the party to go one-on-one the rest of the way. It's impossible to cause the Break state now, since the boss immediately counterattacks when hit. The counterattack is devastating; don't even bother trying to defend against it. If Erde Kaiser Fury or any Double Attacks are available, this is the time to use one. Otherwise, cast Ether Spear on KOS-MOS and use her Dragon Blade special attack to finish the battle. If the boss manages to knock out any party members, be sure to revive them before it's over.

After the battle, grab Decoder 12 from the chest and go back downstairs to Segment Address No. 12 before departing. Sequencer D is hidden behind the door and it's vital for reaching the next area. Use the Forbidden Device at the top of the tower to depart.

SPACE COLISEUM

Return to Ormus Stronghold and enter the yellow Forbidden Device to travel to the Desert. Hike to the back of the area, save, and park the E.S.s at the ledge next to the second yellow Forbidden Device. Follow the path to the multi-colored Forbidden Device at the end, which takes the party to the Space Coliseum. The Professors are waiting in the center of the coliseum. Speak to them to initiate the battle of the behemoths: Erde Kaiser Fury vs. Dark Erde Kaiser.



DARK ERDE KAISER

Type	Mech
Break	A A A A
W.ATK.	Ether
W.ATR.	Varies
HP	192,000
EXP	96,000
S.Pts	9000
C.Pts	5400
N.Item	Skill Upgrade E
R.Item	—

Dark Erde Kaiser has a weakness to Ether attacks, so include both MOMO and Shion in the party. The third spot should be taken by someone who can Down the enemy, since the robot is too big to get knocked into the air. Ziggy is the better choice over chaos based on HP. Equip all three characters with Blade Coats. Also, ensure that they have Refresh H, Medica 2, Medica All, and Revert. Each character should also have Focus 2 for this battle. It's going to be a very long fight and they'll need a constant supply of EP.

This fight is basically like other bosses, but the attack pattern is a little different. This boss has an A A A A Break, which is perfect for Shion and MOMO. Note, however, that Ziggy *can't* hit the A Zone. Both female characters can cause a Break on their own, but doing so wastes some of their attack power. Stock up with all three characters, cast Ether Spear on Shion and MOMO, and begin the assault with either female character. Shoot the A Zone twice while the second female character Boosts. Shoot the A Zone two more times with the second female character to cause the Break, but have Ziggy Boost next. He can perform any full combo and put the robot in the Down position. Boost Shion while Ziggy is pounding away. Have her empty her Stocked attacks while MOMO Boosts and does the same. If Shion has the Annihilation skill, let her Boost once more and finish the combo with it. It's often the strongest hit. Once Dark Erde Kaiser is down to about 150,000 HP, he will cast either Flame Veil or Aura Veil. If he casts Flame Veil, he becomes weak to Ice, and if it's Aura Veil, he's weak to Thunder. Use an appropriate Sword Ether on MOMO for a damage bonus.

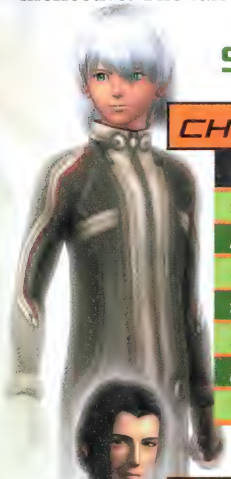
At about 125,000 HP, the boss raises a very effective damage shield (which also erases the weakness to Ice or Thunder). Trigger Shion's Erde Kaiser Fury to smash the shield and return damage to normal. Otherwise, this battle takes a very long time to win, as five Double Attacks are required to break the shield. Once the shield is down, the giant mech becomes weak to every attribute (Bm/Au/Th/Fi/Ic/Pc/Sl/St), making the rest of the fight go very fast.

IRON MAN RUMBLE

Now that Dark Erde Kaiser has been defeated, it's possible to complete GS 28, a battle that takes place at the top of Heaven's Ruins.

COMPARATIVE TECHNIQUE TABLES

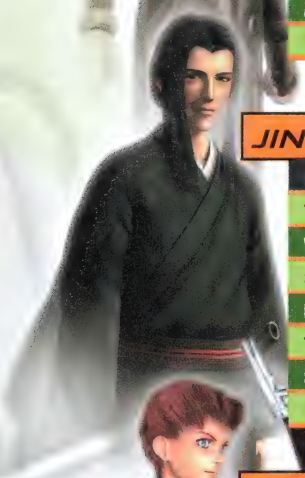
The following tables list the techniques performed by each of the main characters and the E.S.s. The purpose is to make it easy to quickly compare the techniques performed by the various party members in the heat of battle, or before facing a major enemy. Use the table to decide who should be in the battle party when facing a tough enemy, or when the current battle party proves to be ineffective. The various Double Attacks are listed on page 205 of this strategy guide.



SINGLE ATTACKS

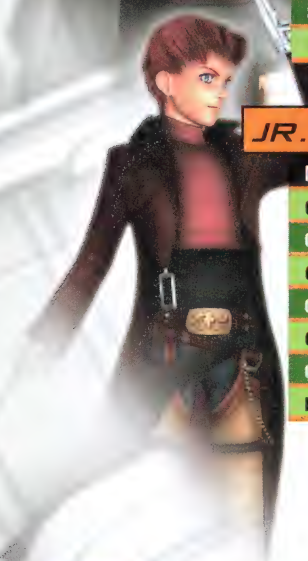
CHAOS

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Spirit Touch	■■	Single	BB	Physical	Short	Strike/Aura	—	—
Angel Blast	□△	Single	BC	Physical	Short	Strike/Aura	—	—
Divine Seal	△△	Single	CC	Physical	Short	Strike/Aura	—	—
Spirit Cross	△□	Single	CB	Physical	Short	Strike/Aura	—	—
Spirit Strike	●	Single	B/C	Physical	Short	Strike/Aura	—	Down
Angel Shot	○	Single	C	Physical	Short	Strike/Aura	Down only	—
Heaven's Wrath	●●	Single	CC	Physical	Short	Strike/Aura	Down only	—



JIN

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Tempest Blade	■■	Single	BB	Physical	Short	Slash	—	—
Wind Blade	□△	Single	BC	Physical	Short	Slash	—	—
Spinning Blade	△△	Single	CC	Physical	Short	Slash	—	—
Rising Blade	△□	Single	CB	Physical	Short	Slash	—	—
Tornado Strike	●	Single	B/C	Physical	Short	Strike	—	Air
Soaring Blade	○	Single	A	Physical	Short	Slash	—	—
Raptor	●●	Single	AA	Physical	Short	Slash	—	—



JR.

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Quick Draw	■■	Single	BB	Physical	Long	Pierce	—	—
Quick Turn	□△	Single	BC	Physical	Long	Pierce	—	—
Quick Drop	△△	Single	CC	Physical	Long	Pierce	—	—
Quick Shot	△□	Single	CB	Physical	Long	Pierce	—	—
Cross Hand	●	Single	B/C	Physical	Long	Pierce	—	—
Crossover	○	Single	A	Physical	Long	Pierce	—	—
Killing Sky	●●	Single	AA	Physical	Long	Pierce	—	—

KOS-MOS

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
T-ARTS 1	□□	Single	BB	Physical	Short	Strike	—	—
T-ARTS 2	□△	Single	BC	Physical	Short	Strike	—	—
T-ARTS 3	△△	Single	CC	Physical	Short	Strike	—	—
T-ARTS 4	△□	Single	CB	Physical	Short	Strike	—	—
T-ARTS 5	○	Single	B/C	Physical	Short	Strike	—	Air
T-ARTS 6	○	Single	A	Physical	Short	Slash	—	—
T-ARTS 7	○○	Single	AA	Physical	Short	Slash	—	—

MOMO

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Robin	○	Single	A/B/C	Ether	Long	Pierce	—	—
Lark	○○	Single	A/B/C	Ether	Long	Pierce	—	—
Sparrow	○○○	Single	A/B/C	Ether	Long	Pierce	—	—

SHION

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Electro Shot	○	Single	A/B/C	Ether	Long	Thunder	—	—
Electro Ray	○○	Single	A/B/C	Ether	Long	Beam	—	—
Electro Blast	○○○	Single	A/B/C	Ether	Long	Thunder	—	—

ZIGGY

Name	Command	Target	Zone	Type	Range	Attribute	Condition	Effect
Combo One	□□	Single	BB	Physical	Short	Strike/Fire	—	—
Combo Two	□△	Single	BC	Physical	Short	Strike/Fire	—	—
Combo Three	△△	Single	CC	Physical	Short	Strike/Fire	—	—
Combo Four	△□	Single	CB	Physical	Short	Strike/Fire	—	—
Burst Blow	○	Single	B/C	Physical	Short	Strike/Fire	—	Down
Burst Blade	○	Single	C	Physical	Short	Slash/Fire	Down only	—

DOUBLE ATTACKS

Name	Characters	Target	Type	Attribute	Condition	Effect
Archangel's Requiem	Jr. and Shion	All Enemies	Physical	Pierce	Stock (x2)	—
Blessed Miracle	chaos and MOMO	All Allies	Support	—	Stock (x3)	Best Ally (character revives from death automatically with full HP one time)
Burst Veil	MOMO and Shion	All Allies	Support	—	Stock (x1)	Burst Veil (increases effect of Veil Ethers)
Cross Fist	KOS-MOS and Ziggy	Single Enemy	Physical	Strike	Stock (x2)	—
Cross Hilbert	KOS-MOS and MOMO	All Enemies	Status Attack	—	Stock (x2)	H Lost
Dual Spell Ray	chaos and Shion	Single Enemy	Ether	Beam	Stock (x2)	—
Elemental Nocturne	chaos and Jr.	All Enemies	Ether	Aura	Stock (x2)	—
Fiery Ritornelle	Jr. and Ziggy	All Enemies	Physical	Pierce/Fire	Stock (x2)	—
Grand Ronde	chaos and KOS-MOS	Single Enemy	Physical	Strike	Stock (x3)	—
Gravity Bomb	KOS-MOS and Shion	Single Enemy	Physical	Strike	Stock (x2)	L Slow
Ice Brand	chaos and Jin	Single Enemy	Physical	Slash/Ice	Stock (x2)	—
Lion Heart	Jin and Shion	Single Enemy	Physical	Slash	Stock (x2)	—
Phoenix Blade	Jin and Shion	Single Enemy	Ether	Aura	Stock (x3)	—
Power Strike	MOMO and Ziggy	Single Enemy	Physical	Strike/Fire	Stock (x3)	—
Silver Duet	Jr. and MOMO	Single Enemy	Ether	—	Stock (x2)	—
Twin Buster	Shion and KOS-MOS	Single Enemy	Ether	Beam	Stock (x3)	—

E.S. ASHER

Name	Command/Charge	Target	Type	Range	Attribute	Effect	Copilot
Shield Lancer	■	Single Enemy	Physical	Short	Strike	—	—
Gatling Gun	△	Single Enemy	Physical	Long	Pierce	—	—
Gatling Gun	IA	Single Enemy	Physical	Long	Pierce	—	—
Shot Buster	100%	Single Enemy	Ether	Long	Beam	—	Jin/Ziggy/Shion/chaos
Gatling Blast	200%	Single Enemy	Physical	Long	Pierce	—	Shion
Wings of Light	200%	Single Enemy	Physical	Short	Slash/Aura	—	Jin
Ice Storm	200%	Single Enemy	Ether	Long	Ice	—	chaos
Corona Buster	200%	Single Enemy	Ether	Long	Fire	—	Ziggy
Odin Buster	300%	Single Enemy	Ether	Long	Beam	—	Shion/chaos
Moonlight Blade	300%	All Enemies	Ether	Long	Aura	—	Jin

E.S. DINAH

Name	Command/Charge	Target	Type	Range	Attribute	Effect	Copilot
Hand-to-Hand	■	Single Enemy	Physical	Short	Strike	—	—
Beam Blaster	△	Single Enemy	Ether	Long	Beam	—	—
Beam Blaster	IA	Single Enemy	Ether	Long	Beam	—	—
Spiral Fist	100%	Single Enemy	Physical	Long	Strike	—	Jin/Ziggy/Shion/chaos
Tornado Fist	200%	Single Enemy	Physical	Long	Strike/Thunder	—	Shion
Twin Dragons	200%	Single Enemy	Physical	Short	Slash	—	Jin
Chained Blast	200%	Single Enemy	Physical	Short	Strike/Aura	—	chaos
Meteor Storm	200%	Single Enemy	Ether	Long	Fire	—	Ziggy
X-BUSTER	300%	All Enemies	Ether	Long	Beam	—	Shion
Iron Blade	300%	Single Enemy	Physical	Long	Slash/Aura	—	Jin

E.S. ZEBULUN

Name	Command/Charge	Target	Type	Range	Attribute	Effect	Copilot
Kick	■	Single Enemy	Physical	Short	Strike	—	—
Archery	△	Single Enemy	Ether	Long	Pierce	—	—
Archery	IA	Single Enemy	Ether	Long	Pierce	—	—
Rain Arrow	100%	All Enemies	Ether	Long	Pierce	—	Jin/Ziggy/Shion/chaos
Starlight Arrow	200%	Single Enemy	Ether	Long	Pierce	—	Shion
Golden Bow	200%	Single Enemy	Ether	Long	Pierce/Aura	Clear S.E.	Jin
Ice Rondo	200%	Single Enemy	Physical	Short	Slash/Ice	—	chaos
Power Kick	200%	Single Enemy	Physical	Short	Strike/Fire	—	Ziggy
Aird	300%	All Enemies	Ether	Long	Beam	—	Jin/Ziggy/Shion/chaos
Meteor Blast	300%	Single Enemy	Ether	Long	Fire	—	Ziggy

K2'S PRICE LIST

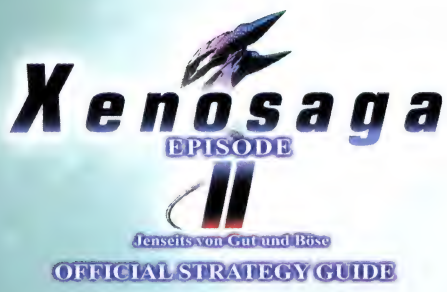
GS 32 (see page 179) requires the party to sell items to K2 in the Second Miltia Space Port. Any item or E.S. accessory can be sold to help pay off the Captain's debt. Here is a complete list of the sellable items and their value.

ITEMS

Item	Sell Price
Antidote H	600G
Antidote L	300G
Awakening I	500000G
Awakening II	500000G
Awakening III	500000G
Awakening IV	500000G
Bio Sphere	400G
Boost Max	4000G
Class Upgrade A	400G
Class Upgrade B	2000G
Class Upgrade C	4000G
Ether Core	4000G
Ether Pack DX	800G
Ether Pack M	600G
Ether Pack S	200G
Junked Circuit	1000G
Med Kit DX	2000G
Med Kit L	600G
Med Kit M	400G
Med Kit S	100G
Nano Repair A	400G
Nano Repair Z	1000G
Nano Sphere	600G
Rejuvenator DX	4000G
Rejuvenator E	6000G
Rejuvenator M	1600G
Revive DX	1600G
Revive S	600G
Scrap Iron	200G
Skill Upgrade A	200G
Skill Upgrade B	600G
Skill Upgrade C	1000G
Skill Upgrade D	2000G
Skill Upgrade E	10000G

ACCESSORIES

Item	Sell Price
Anti-Beam Armor	2000G
Anti-Fire Armor	2000G
Anti-Ice Armor	2000G
Anti-Thunder Armor	2000G
Auto Recover	500000G
Auxiliary Armor A	400G
Auxiliary Armor B	800G
Charge Boost	40000G
Charge Clean	100000G
Charge Recover	60000G
EF Circuit A	600G
EF Circuit B	1200G
EMAX300	500000G
G Bind Guard	4000G
G Blind Guard	4000G
G Boost Guard	4000G
G Energy Guard	4000G
G Ether DD Guard	4000G
G Ether PD Guard	4000G
G Heavy Guard	4000G
G Lost Guard	4000G
G Poison Guard	4000G
G Poison EP Guard	4000G
G Power Charge	4000G
G Slow Guard	4000G
G Stun Guard	4000G
G ST Double	40000G
G Weak Guard	4000G
Power Shield	30000G
Quick Charge	60000G
Tuned Circuit	20000G



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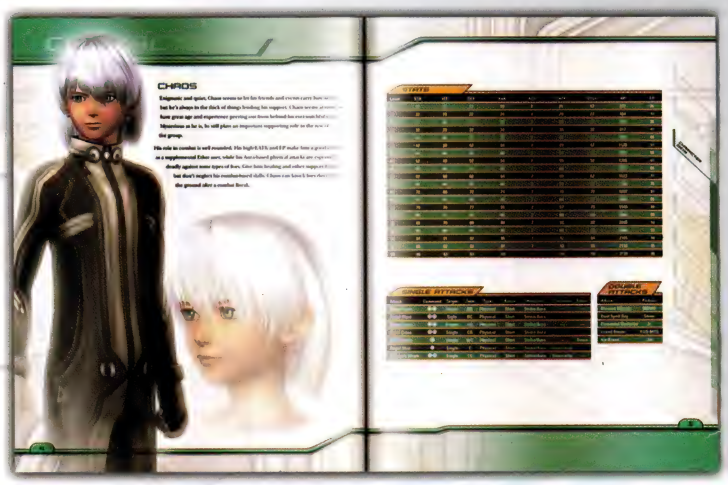

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SKILLS

The following is a comprehensive list of all the skills in the game. If there is a skill that is currently locked and you want to see how to release it, refer to the Key Items section in the "Items" chapter in the strategy guide to view the various Secret Keys, what they unlock, and where to find them.

LEVEL 1 SKILLS

(Classes A through G cost 300 CP each, Class H costs 600 CP.)

Name	Class	Cost	Type	Effect	EP
Medica	A	200	Ether	Low HP recovery relative to Ether Attack (one ally)	2
Refresh L	A	150	Ether	Clear L-type status effect based on caster's Eatk (one ally)	4
Poison Guard	A	100	Mastered	Poison resistance +25%	—
Blind Guard	A	100	Mastered	Blind resistance +25%	—
Attacker	B	200	Ether	Raise Physical Attack and lower Physical Defense (self)	4
Defender	B	200	Ether	Lower Physical Attack and raise Physical Defense (self)	4
STR+2	B	100	Equipped	Increase Physical Attack by 2	—
VIT+2	B	150	Equipped	Increase Physical Defense by 2	—
Analyze	C	150	Ether	Analyze enemy to see statistics (one enemy)	4
Memory	C	100	Mastered	Recall enemy zones once learned	—
EATK+2	C	150	Equipped	Increase Ether Attack by 2	—
EDEF+2	C	150	Equipped	Increase Ether Defense by 2	—
Down Dex	D	150	Ether	Lower Dexterity and Evasion of B or G enemy (one enemy)	4
Break Seniors	D	150	Ether	Lower Dexterity and Evasion of M enemy (one enemy)	4
DEX+2	D	150	Equipped	Increase Dexterity by 2	—
EVA+2	D	150	Equipped	Increase Evasion by 2	—
Ice Blast	E	200	Ether	Ice Ether Attack (one enemy)	6
Flame Blast	E	200	Ether	Fire Ether Attack (one enemy)	6
Thunder Blast	E	200	Ether	Thunder Ether Attack (one enemy)	6
Aura Blast	E	200	Ether	Aura Ether Attack (one enemy)	6
Down Force	F	150	Ether	Lower Physical Attack of a B or G enemy (one enemy)	4
Down P Def	F	150	Ether	Lower Physical Defense of a B or G enemy (one enemy)	4
Down Ether	F	150	Ether	Lower Ether Attack of a B or G enemy (one enemy)	4
Down E Def	F	150	Ether	Lower Ether Defense of a B or G enemy (one enemy)	4
Break Arms	G	150	Ether	Lower Physical Attack of M enemy (one enemy)	4
Break Armor	G	150	Ether	Lower Physical Defense of M enemy (one enemy)	4
Break Beam	G	150	Ether	Lower Ether Attack of M enemy (one enemy)	4
Break Shield	G	150	Ether	Lower Ether Defense of M enemy (one enemy)	4
Psycho Pocket	H	300	Ether	Steal an item (one enemy)	4
Break B1S	H	400	Mastered	Break bonus chance +10%	—
Focus 1	H	600	Mastered	Recover 10% EP with the Stock command	—
EP Regen	H	600	Equipped	EP +2 every turn	—

LEVEL 2 SKILLS

(Classes A through G cost 600 CP each. Class H costs 1200 CP.)

Name	Class	Cost	Type	Effect	EP
Ice Veil	A	300	Ether	Reduce ice damage 25% (one ally)	4
Flame Veil	A	300	Ether	Reduce fire damage 25% (one ally)	4
Thunder Veil	A	300	Ether	Reduce thunder damage 25% (one ally)	4
Aura Veil	A	300	Ether	Reduce aura and beam damage 25% (one ally)	4
Ice Sword	B	300	Ether	Add ice to non-elemental attacks (one ally)	4
Flame Sword	B	300	Ether	Add fire to non-elemental attacks (one ally)	4
Thunder Sword	B	300	Ether	Add thunder to non-elemental attacks (one ally)	4
Aura Sword	B	300	Ether	Add aura to non-elemental attacks (one ally)	4
Revert	C	600	Ether	Revive character with 25% HP (one ally)	20
Mvolve 2	C	600	Ether	Mid HP recovery relative to Ether Attack (one ally)	8
Medica All	C	600	Ether	Low HP recovery relative to Ether Attack (all allies)	10
Vaccine	C	400	Ether	Raise status effect resistance 10% (one ally)	6
Stock 1	D	500	Ether	Increase Stock count by one	4
HP Mind 10	D	500	Mastered	HP Recovery +10%	—
ST Mind 10	D	400	Mastered	Status effect recovery +10%	—
Rare+30	D	600	Equipped	Rare item acquisition +30%	—
Heavy Guard	E	200	Mastered	Heavy resistance +25%	—
Weak Guard	E	200	Mastered	Weak resistance +25%	—
Ether PD Guard	E	200	Mastered	Ether PD resistance +25%	—
Ether DD Guard	E	200	Mastered	Ether DD resistance +25%	—
Ether Spear	F	400	Ether	Raise Ether Attack and lower Ether Defense (self)	4
Ether Shield	F	400	Ether	Lower Ether Attack and raise Ether Defense (self)	4
Junk Beam	F	500	Ether	20% chance to cancel M enemy's action (one enemy)	4
Miracle Star	F	400	Ether	Non-elemental Ether attack (one enemy)	8
Ice Coat	G	400	Equipped	Reduce ice damage 25%	—
Flame Coat	G	400	Equipped	Reduce fire damage 25%	—
Thunder Coat	G	400	Equipped	Reduce thunder damage 25%	—
Aura Coat	G	400	Equipped	Reduce aura damage 25%	—
Boost 1	H	1200	Ether	Increase Boost count by one (self)	8
Expansion Pack	H	1000	Mastered	Increase skill slots by one	—
Inner Peace	H	1500	Mastered	Raise Evasion after using the Stock command	—
ST Resist 20	H	1200	Equipped	Status effect resistance +20%	—

LEVEL 3 SKILLS

(Classes A through G cost 1200 CP each, Class H costs 2400 CP.)

Name	Class	Cost	Type	Effect	EP
Refresh H	A	800	Ether	Clear H-type status effect based on caster's Eatk (one ally)	6
Safety Level	A	1200	Ether	Survive with one HP one time (one ally)	20
ST Mind 15	A	600	Mastered	Status effect recovery +15%	—
Limiter Up	A	1500	Equipped	Increase max HP & EP 10%	—
Blade Coat	B	500	Equipped	Reduce slashing damage 25%	—
Sonic Coat	B	500	Equipped	Reduce piercing damage 25%	—
Hammer Coat	B	500	Equipped	Reduce strike damage 25%	—
Beam Coat	B	500	Equipped	Reduce beam damage 25%	—
Cleanse	C	800	Ether	Clear status effects using half of current HP (self)	8
Rapid Refresh	C	1000	Mastered	Regeneration x2 during reserve	—
Double Power	C	1000	Equipped	Double parameter effects of equipped skills	—
Last Revenge	C	1200	Equipped	When knocked out, Counterboost with 1 EP and full stock (one time only)	—
Stun Guard	D	400	Mastered	Stun resistance +25%	—
Lost Guard	D	400	Mastered	Lost resistance +25%	—
Poison EP Guard	D	400	Mastered	Poison EP resistance +25%	—
Slow Guard	D	400	Mastered	Slow resistance +25%	—
Quick	E	1200	Ether	Increase turns 25% (one ally)	10
Charge Time	E	800	Ether	Double HP regeneration one time (self)	4
CRTC+5	E	800	Equipped	Increases critical hit rate 5%	—
First Combo	E	1000	Equipped	Stock +1 when battle starts	—
Prayer	F	1200	Ether	Receive a heavenly gift (self)	10
Break B1S	F	1000	Mastered	Break bonus chance +15%	—
Revenge Power	F	1500	Equipped	25% chance of Counterboost after taking a critical hit (only after enemy individual attack)	—
Rare+30	F	1800	Equipped	Rare item acquisition +30%	—
Misty	G	1000	Ether	Block B or G enemy's Ether skills (one enemy)	6
Infection	G	800	Ether	Lower status resistance of B or G enemy (one enemy)	4
Guard	G	800	Mastered	Damage reduction +20% when guarding	—
Ether Burst	G	1800	Equipped	Doubles Ether attack damage, but also doubles EP consumption	—
Skill Up 10	H	3600	Mastered	Skill Points +10%	—
Experience Up 10	H	3600	Mastered	Experience Points +10%	—
Combo Boost	H	3600	Equipped	Boost possible even when character icon is showing	—
EP Half	H	3600	Equipped	EP consumption 1/2	—

LEVEL 4 SKILLS

(Classes A through C cost 2400 CP each, Class D costs 4800 CP.)

Name	Class	Cost	Type	Effect	EP
Heaven's Rain	A	2400	Ether	Aura Ether Attack (all enemies)	18
Curse	A	4000	Ether	Enemy takes as much damage as it causes	18
Damage-10	A	4000	Equipped	Lower all damage received by 10%	—
Samurai Soul	A	2000	Equipped	Increase attack when party member is knocked out	—
Annihilation	B	2800	Ether	Non-elemental Ether attack & clear status effects (one enemy)	18
Focus 2	B	4800	Mastered	Recover 15% EP with the Stock command	—
Lost AGL	B	2400	Mastered	Retain full Agility after casting Ether	—
Knight Soul	B	3200	Equipped	Increase defense when party member is knocked out	—
Overload	C	3600	Equipped	50% chance of stock +2 when using the Stock command	—
ST Resist 30	C	3200	Equipped	Status effect resistance +30%	—
ST Double	C	2800	Equipped	Duration of status effects x2	—
HP Mind 15	C	2400	Mastered	HP Recovery +15%	—
Best Ally	D	9600	Ether	Auto revive and recover all HP one time (one ally)	60
Skill Up 15	D	7200	Mastered	Skill Points +15%	—
Experience Up 15	D	7200	Mastered	Experience Points +15%	—
Rebound	U	8000	Equipped	50% chance to Counterboost after guard or evasion when using the Stock command	—

OTHER SKILLS

While almost all skills are learned through Skill Points from the previous table, a few select skills are obtained in other ways. The Swinsuits are found by completing GS-07 (MOMO and Jr.), GS 25 (Shion and chaos), and GS 32 (Jin), or from loading *EPISODE I*'s game clear data at the start of *Xenosaga EPISODE II* (KOS-MOS and Ziggy). The various Erde Kaiser summons are unlocked by completing parts of the Giant Robot sub-quest in the Professor's laboratory on the Elsa.

Name	Characters	Type	Effect	EP
Swimsuit	Shion, chaos, Jr., MOMO, Jin, KOS-MOS*, Ziggy*	Equipped	AGL +1, Skill points +10%, Additional 10-15% damage	—
Erde Storm	Shion	Ether	Non-elemental Ether attack from Erde Kaiser arms (all enemies)	8
Erde Beam	Shion	Ether	Ether Beam attack from Erde Kaiser head (all enemies)	8
Erde Quake	Shion	Ether	Non-elemental Ether attack from Erde Kaiser legs (all enemies)	8
Erde Kaiser Fury**	Shion	Ether	Large damage Slashing, Piercing, or Thunder Ether attack (all enemies, one time)	50

* KOS-MOS' and Ziggy's Swimsuits are available only if cleared game data from Xenosaga EPISODE I is loaded at the start of a game.

** You can only obtain one of the three damage types for Erde Kaiser Fury, depending on your performance in GS 27.

ETHER COMBOS

Ether Combos are special advanced abilities that are similar in some ways to Double Attacks. To use an Ether Combo, one character must Boost during another character's turn. For example, let's say that Shion uses Boost during chaos' turn. From chaos' Ether menu, press the ● button while highlighting an Ether skill. If there is an Ether Combo to use for that skill, it opens a new menu. Scroll through the choices (if there are any) and press the ● button to select and use the Ether Combo. Note, though, that this takes up both characters' turns.

Unlike Double Attacks, any pair of characters can use an Ether Combo. The only requirement is that each character must have one of the two compatible skills that comprise the combo. The following is a list of the Ether Combos, including the two Ether skills required to make up the set:

Combo	Ether Used	Effect	EP
Double Medica	Medica (x2)	Low HP recovery (all allies)	2
Double Medica 2	Medica 2 (x2)	Mid HP recovery (all allies)	4
Double Refresh L	Refresh L (x2)	Remove L status effect (all allies)	4
Double Refresh H	Refresh H (x2)	Remove H status effect (all allies)	6
X2B Dex	Down Dex (x2)	Lower Dexterity and Evasion of B or G enemies (all enemies)	4
X2B Force	Down Force (x2)	Lower Physical Attack of B or G enemies (all enemies)	4
X2B P Def	Down P Def (x2)	Lower Physical Defense of B or G enemies (all enemies)	4
X2B Ether	Down Ether (x2)	Lower Ether Attack of B or G enemies (all enemies)	4
X2B E Def	Down E Def (x2)	Lower Ether Defense of B or G enemies (all enemies)	4
XBK Seniors	Break Seniors (x2)	Lower Dexterity and Evasion of M enemies (all enemies)	4
XBK Arms	Break Arms (x2)	Lower Physical Attack of M enemies (all enemies)	4
XBK Armor	Break Armor (x2)	Lower Physical Defense of M enemies (all enemies)	4
XBK Beam	Break Beam (x2)	Lower Ether Attack of M enemies (all enemies)	4
XBK Shield	Break Shield (x2)	Lower Ether Defense of M enemies (all enemies)	4
Junk Blast	Junk Beam (x2)	20% chance to cancel M enemies' actions (all enemies)	2
Lost Mist	Misty (x2)	Block B or G enemies' Ether skills (all enemies)	6
Thunder Veil	Thunder Veil (x2)	Reduce thunder damage 25% (all allies)	4
Flame Veil	Flame Veil (x2)	Reduce fire damage 25% (all allies)	4
Ice Wall	Ice Veil (x2)	Reduce ice damage 25% (all allies)	4
Aura Wall	Aura Veil (x2)	Reduce aura damage 25% (all allies)	4
Thunder Storm	Thunder Blast (x2)	Thunder Ether attack (all enemies)	6
Thunder Burst	Thunder Blast + Aura Blast	Concentrated thunder Ether attack (one enemy)	6
Flame Storm	Flame Blast (x2)	Fire Ether attack (all enemies)	6
Flame Burst	Flame Blast + Aura Blast	Concentrated fire Ether attack (one enemy)	6
Ice Storm	Ice Blast (x2)	Ice Ether attack (all enemies)	6
Ice Burst	Ice Blast + Aura Blast	Concentrated ice Ether attack (one enemy)	6
Aura Storm	Aura Blast (x2)	Aura Ether attack (all enemies)	6
Miracle Stars	Miracle Star (x2)	Non-Elemental Ether attack (all enemies)	4
Pocket Rare	Analyze + Psycho Pocket	Analyze enemy and steal rare item (one enemy)	4

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SKILLS

The following is a comprehensive list of all the skills in the game. If there is a skill that is currently locked and you want to see how to release it, refer to the Key Items section in the "Items" chapter in the strategy guide to view the various Secret Keys, what they unlock, and where to find them.

LEVEL 1 SKILLS

(Classes A through G cost 300 CP each, Class H costs 600 CP.)

Name	Class	Cost	Type	Effect	EP
Medica	A	200	Ether	Low HP recovery relative to Ether Attack (one ally)	2
Refresh L	A	150	Ether	Clear L-type status effect based on caster's Eatk (one ally)	4
Poison Guard	A	100	Mastered	Poison resistance +25%	—
Blind Guard	A	100	Mastered	Blind resistance +25%	—
Attacker	B	200	Ether	Raise Physical Attack and lower Physical Defense (self)	4
Defender	B	200	Ether	Lower Physical Attack and raise Physical Defense (self)	4
STR+2	B	100	Equipped	Increase Physical Attack by 2	—
VIT+2	B	150	Equipped	Increase Physical Defense by 2	—
Analyze	C	150	Ether	Analyze enemy to see statistics (one enemy)	4
Memory	C	100	Mastered	Recall enemy zones once learned	—
EATK+2	C	150	Equipped	Increase Ether Attack by 2	—
EDEF+2	C	150	Equipped	Increase Ether Defense by 2	—
Down Dex	D	150	Ether	Lower Dexterity and Evasion of B or G enemy (one enemy)	4
Break Seniors	D	150	Ether	Lower Dexterity and Evasion of M enemy (one enemy)	4
DEX+2	D	150	Equipped	Increase Dexterity by 2	—
EVA+2	D	150	Equipped	Increase Evasion by 2	—
Ice Blast	E	200	Ether	Ice Ether Attack (one enemy)	6
Flame Blast	E	200	Ether	Fire Ether Attack (one enemy)	6
Thunder Blast	E	200	Ether	Thunder Ether Attack (one enemy)	6
Aura Blast	E	200	Ether	Aura Ether Attack (one enemy)	6
Down Force	F	150	Ether	Lower Physical Attack of a B or G enemy (one enemy)	4
Down P Def	F	150	Ether	Lower Physical Defense of a B or G enemy (one enemy)	4
Down Ether	F	150	Ether	Lower Ether Attack of a B or G enemy (one enemy)	4
Down E Def	F	150	Ether	Lower Ether Defense of a B or G enemy (one enemy)	4
Break Arms	G	150	Ether	Lower Physical Attack of M enemy (one enemy)	4
Break Armor	G	150	Ether	Lower Physical Defense of M enemy (one enemy)	4
Break Beam	G	150	Ether	Lower Ether Attack of M enemy (one enemy)	4
Break Shield	G	150	Ether	Lower Ether Defense of M enemy (one enemy)	4
Psycho Pocket	H	300	Ether	Steal an item (one enemy)	4
Break B1G	H	400	Mastered	Break bonus chance +10%	—
Focus 1	H	600	Mastered	Recover 10% EP with the Stock command	—
EP Regen	H	600	Equipped	EP +2 every turn	—

LEVEL 2 SKILLS

(Classes A through G cost 600 CP each, Class H costs 1200 CP.)

Name	Class	Cost	Type	Effect	EP
Ice Veil	A	300	Ether	Reduce ice damage 25% (one ally)	4
Flame Veil	A	300	Ether	Reduce fire damage 25% (one ally)	4
Thunder Veil	A	300	Ether	Reduce thunder damage 25% (one ally)	4
Aura Veil	A	300	Ether	Reduce aura and beam damage 25% (one ally)	4
Ice Sword	B	300	Ether	Add ice to non-elemental attacks (one ally)	4
Flame Sword	B	300	Ether	Add fire to non-elemental attacks (one ally)	4
Thunder Sword	B	300	Ether	Add thunder to non-elemental attacks (one ally)	4
Aura Sword	B	300	Ether	Add aura to non-elemental attacks (one ally)	4
Revert	C	600	Ether	Revive character with 25% HP (one ally)	20
Mindca 2	C	600	Ether	Mid HP recovery relative to Ether Attack (one ally)	8
Medica All	C	600	Ether	Low HP recovery relative to Ether Attack (all allies)	10
Vaccine	C	400	Ether	Raise status effect resistance 10% (one ally)	6
Stock 1	D	500	Ether	Increase Stock count by one	4
HP Mind 10	D	500	Mastered	HP Recovery +10%	—
ST Mind 10	D	400	Mastered	Status effect recovery +10%	—
Rare 10	D	400	Equipped	Rare item acquisition +10%	—
Heavy Guard	E	200	Mastered	Heavy resistance +25%	—
Weak Guard	E	200	Mastered	Weak resistance +25%	—
Ether PD Guard	E	200	Mastered	Ether PD resistance +25%	—
Ether DD Guard	E	200	Mastered	Ether DD resistance +25%	—
Ether Spear	F	400	Ether	Raise Ether Attack and lower Ether Defense (self)	4
Ether Shield	F	400	Ether	Lower Ether Attack and raise Ether Defense (self)	4
Junk Beam	F	500	Ether	20% chance to cancel M enemy's action (one enemy)	4
Miracle Star	F	400	Ether	Non-elemental Ether attack (one enemy)	8
Ice Coat	G	400	Equipped	Reduce ice damage 25%	—
Flame Coat	G	400	Equipped	Reduce fire damage 25%	—
Thunder Coat	G	400	Equipped	Reduce thunder damage 25%	—
Aura Coat	G	400	Equipped	Reduce aura damage 25%	—
Boost 1	H	1200	Ether	Increase Boost count by one (self)	8
Expansion Pack	H	1000	Mastered	Increase skill slots by one	—
Inner Peace	H	1500	Mastered	Raise Evasion after using the Stock command	—
ST Resist 20	H	1200	Equipped	Status effect resistance +20%	—

LEVEL 3 SKILLS

(Classes A through G cost 1200 CP each, Class H costs 2400 CP.)

Name	Class	Cost	Type	Effect	EP
Refresh H	A	800	Ether	Clear H-type status effect based on caster's Eatk (one ally)	6
Safety Level	A	1200	Ether	Survive with one HP one time (one ally)	20
ST Mind 15	A	600	Mastered	Status effect recovery +15%	—
Limiter Up	A	1500	Equipped	Increase max HP & EP 10%	—
Blade Coat	B	500	Equipped	Reduce slashing damage 25%	—
Spear Coat	B	500	Equipped	Reduce piercing damage 25%	—
Hammer Coat	B	500	Equipped	Reduce strike damage 25%	—
Beam Coat	B	500	Equipped	Reduce beam damage 25%	—
Cleanse	C	800	Ether	Clear status effects using half of current HP (self)	8
Rapid Refresh	C	1000	Mastered	Regeneration x2 during reserve	—
Double Power	C	1000	Equipped	Double parameter effects of equipped skills	—
Last Revenge	C	1200	Equipped	When knocked out, Counterboost with 1 HP and full stock (one time only)	—
Stun Guard	D	400	Mastered	Stun resistance +25%	—
Lost Guard	D	400	Mastered	Lost resistance +25%	—
Poison EP Guard	D	400	Mastered	Poison EP resistance +25%	—
Slow Guard	D	400	Mastered	Slow resistance +25%	—
Quick	E	1200	Ether	Increase turns 25% (one ally)	10
Charge Time	E	800	Ether	Double HP regeneration one time (self)	4
CRTC+5	E	800	Equipped	Increases critical hit rate 5%	—
First Combo	E	1000	Equipped	Stock +1 when battle starts	—
Prayer	F	1200	Ether	Receive a heavenly gift (self)	16
Break B1S	F	1000	Mastered	Break bonus chance +15%	—
Revenge Power	F	1500	Equipped	25% chance of Counterboost after taking a critical hit (only after enemy individual attack)	—
Rare+30	F	1800	Equipped	Rare item acquisition +30%	—
Misty	G	1000	Ether	Block B or G enemy's Ether skills (one enemy)	6
Infection	G	900	Ether	Lower status resistance of B or G enemy (one enemy)	4
Guard	G	800	Mastered	Damage reduction +20% when guarding	—
Ether Burst	G	1800	Equipped	Doubles Ether attack damage, but also doubles EP consumption	—
Skill Up 10	H	3600	Mastered	Skill Points +10%	—
Experience Up 10	H	3600	Mastered	Experience Points +10%	—
Combo Boost	H	3600	Equipped	Boost possible even when character icon is showing	—
EP Half	H	3600	Equipped	EP consumption 1/2	—

LEVEL 4 SKILLS

(Classes A through C cost 2400 CP each, Class D costs 4800 CP.)

Name	Class	Cost	Type	Effect	EP
Heaven's Rain	A	2400	Ether	Aura Ether Attack (all enemies)	16
Curse	A	4000	Ether	Enemy takes as much damage as it causes	18
Damage-10	A	4000	Equipped	Lower all damage received by 10%	—
Samurai Soul	A	2200	Equipped	Increase attack when party member is knocked out	—
Annihilation	B	2800	Ether	Non-elemental Ether attack & clear status effects (one enemy)	18
Focus 2	B	4800	Mastered	Recover 15% EP with the Stock command	—
Lost AGL	B	2400	Mastered	Retain full Agility after casting Ether	—
Knight Soul	B	3200	Equipped	Increase defense when party member is knocked out	—
Overload	C	3600	Equipped	50% chance of stock +2 when using the Stock command	—
ST Resist 30	C	2200	Equipped	Status effect resistance +30%	—
ST Double	C	2800	Equipped	Duration of status effects x2	—
HP Mind 15	C	2400	Mastered	HP Recovery +15%	—
Best Ally	D	9600	Ether	Auto revive and recover all HP one time (one ally)	60
Skill Up 15	D	7200	Mastered	Skill Points +15%	—
Experience Up 15	D	7200	Mastered	Experience Points +15%	—
Rebound	D	6000	Equipped	90% chance to Counterboost after guard or evasion when using the Stock command	—

OTHER SKILLS

While almost all skills are learned through Skill Points from the previous table, a few select skills are obtained in other ways. The Swimsuits are found by completing GS-07 (MOMO and Jr.), GS 25 (Shion and chaos), and GS 32 (Jin), or from loading *EPISODE I*'s game clear data at the start of *Xenosaga EPISODE II* (KOS-MOS and Ziggy). The various Erde Kaiser summons are unlocked by completing parts of the Giant Robot subquest in the Professor's laboratory on the Elsa.

Name	Characters	Type	Effect	EP
Swimsuit	Shion, chaos, Jr., MOMO, Jin, KOS-MOS*, Ziggy*	Equipped	AGL +1, Skill points +10%, Additional 10-15% damage	—
Erde Storm	Shion	Ether	Non-elemental Ether attack from Erde Kaiser arms (all enemies)	8
Erde Beam	Shion	Ether	Ether Beam attack from Erde Kaiser head (all enemies)	8
Erde Quake	Shion	Ether	Non-elemental Ether attack from Erde Kaiser legs (all enemies)	8
Erde Kaiser Fury**	Shion	Ether	Large damage Slashing, Piercing, or Thunder Ether attack (all enemies, one time)	10

* KOS-MOS' and Ziggy's Swimsuits are available only if cleared game data from Xenosaga EPISODE I is loaded at the start of a game.

** You can only obtain one of the three damage types for Erde Kaiser Fury, depending on your performance in GS 27.

ETHER COMBOS

Ether Combos are special advanced abilities that are similar in some ways to Double Attacks. To use an Ether Combo, one character must Boost during another character's turn. For example, let's say that Shion uses Boost during chaos' turn. From chaos' Ether menu, press the ● button while highlighting an Ether skill. If there is an Ether Combo to use for that skill, it opens a new menu. Scroll through the choices (if there are any) and press the ● button to select and use the Ether Combo. Note, though, that this takes up both characters' turns.

Unlike Double Attacks, any pair of characters can use an Ether Combo. The only requirement is that each character must have one of the two compatible skills that comprise the combo. The following is a list of the Ether Combos, including the two Ether skills required to make up the set:

Combo	Ether Used	Effect	EP
Double Medica	Medica (x2)	Low HP recovery (all allies)	2
Double Medica 2	Medica 2 (x2)	Mid HP recovery (all allies)	4
Double Refresh L	Refresh L (x2)	Remove L status effect (all allies)	4
Double Refresh H	Refresh H (x2)	Remove H status effect (all allies)	6
X2B Dex	Down Dex (x2)	Lower Dexterity and Evasion of B or G enemies (all enemies)	4
X2B Force	Down Force (x2)	Lower Physical Attack of B or G enemies (all enemies)	4
X2B P Def	Down P Def (x2)	Lower Physical Defense of B or G enemies (all enemies)	4
X2B Ether	Down Ether (x2)	Lower Ether Attack of B or G enemies (all enemies)	4
X2B E Def	Down E Def (x2)	Lower Ether Defense of B or G enemies (all enemies)	4
XBK Seniors	Break Seniors (x2)	Lower Dexterity and Evasion of M enemies (all enemies)	4
XBK Arms	Break Arms (x2)	Lower Physical Attack of M enemies (all enemies)	4
XBK Armor	Break Armor (x2)	Lower Physical Defense of M enemies (all enemies)	4
XBK Beam	Break Beam (x2)	Lower Ether Attack of M enemies (all enemies)	4
XBK Shield	Break Shield (x2)	Lower Ether Defense of M enemies (all enemies)	4
Junk Blast	Junk Beam (x2)	20% chance to cancel M enemies' actions (all enemies)	2
Last Mist	Misty (x2)	Block B or G enemies' Ether skills (all enemies)	6
Thunder Wall	Thunder Veil (x2)	Reduce thunder damage 25% (all allies)	4
Flame Wall	Flame Veil (x2)	Reduce fire damage 25% (all allies)	4
Ice Wall	Ice Veil (x2)	Reduce ice damage 25% (all allies)	4
Aura Wall	Aura Veil (x2)	Reduce aura damage 25% (all allies)	4
Thunder Storm	Thunder Blast (x2)	Thunder Ether attack (all enemies)	6
Thunder Burst	Thunder Blast + Aura Blast	Concentrated thunder Ether attack (one enemy)	6
Flame Storm	Flame Blast (x2)	Fire Ether attack (all enemies)	6
Flame Burst	Flame Blast + Aura Blast	Concentrated fire Ether attack (one enemy)	6
Ice Storm	Ice Blast (x2)	Ice Ether attack (all enemies)	6
Ice Burst	Ice Blast + Aura Blast	Concentrated ice Ether attack (one enemy)	6
Aura Storm	Aura Blast (x2)	Aura Ether attack (all enemies)	6
Miracle Stars	Miracle Star (x2)	Non-Elemental Ether attack (all enemies)	16
Pocket Rare	Analyze + Psycho Pocket	Analyze enemy and steal rare item (one enemy)	4

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